

# 1-800-BETS OFF

## IOWA GAMBLING TREATMENT PROGRAM STAKEHOLDER'S MEETING



August 7, 2015  
9:00 AM – 10:30 AM

[www.idph.state.ia.us/IGTP/Committee.aspx](http://www.idph.state.ia.us/IGTP/Committee.aspx)

# IGTP Stakeholder's Meeting

- WELCOME!!

- Webinar Originates at the Lucas Building, 6<sup>th</sup> Floor Director's Conference Room

- Overview of ZOOM

- Interface



- Muting Audio/Video
- Microphone/Audio/Video icons
  - Headset is best if joining by computer and not using phone
- Settings
- Manage Participants
- Show Screen
- Chat
- Record

- Role Call

- Click on “Chat” icon and type in your name and organization. If attending by phone, please send email ([eric.preuss@idph.iowa.gov](mailto:eric.preuss@idph.iowa.gov)) that you were in attendance.

- Agenda and PowerPoint

- Posted at <http://www.idph.state.ia.us/IGTP/Committee.aspx>

# IGTP Stakeholder's Meeting

- May 1, 2015 Minutes
  - Any questions?



Iowa Department of Public Health  
Promoting and Protecting the Health of Iowans

Gerd W. Clabaugh, MPA  
Director

Terry E. Branstad  
Governor

Kim Reynolds  
Lt. Governor

Iowa Gambling Treatment Program  
Stakeholder's Meeting  
May 1, 2015  
9:00 AM – 10:30 AM

## NOTES

(THANKS SHELLY FOR TAKING THE NOTES!)

- 1) **Attendees:** Allison Schwab (SASC), Alondra Majin (ADDs), Amy McCarrell (Rhythm City Casino), Amy Ring (Prairie Ridge), Audrey Carlson (IRGC), Bryan Gruhlke (Visionary), Danielle Brackin (Pathways), Debra Buckner (Pathways), Debra Prier (SASC), Jeff Graber (Harrahs), Jerry, Bauerkemper (PGRS), Ki Park (CSBR-UNI), Kim Jorgensen (Jackson), Lorelle Mueting (HFS), Matt Snider (Diamond Jo), Margaret Van Ginkle (ISU), Meagen Wentz (Prairie Ridge), Nick Brown (Jackson), Nicolas Foss (ADDs), Paula Garnette (ADDs), Sarah Evans (Prelude), Shar Jones (ISAIC), Shelly Zabel (CFR), Sheri Frost, Stephanie Spencer-Rice (ClearChannel), TJ Gorman (HFS), Wes Ehrecke (IGA)
- 2) Brief Overview of ZOOM and features
- 3) Review of January 9, 2015 Minutes
- 4) IGTP Update
  - National Problem Gambling Awareness Month Recap
    - Health Promotion Campaign-Integrated campaign between IDPH and Lottery based on Secrets campaign. More comments about the campaign and seeing than ever before.
      - IDPH
      - Iowa Lottery (Thank You!!!!) Wes E. and Mary N.
    - Impact/Results-Calls increased about 10% in March, highest volume, and referrals increased 33% and Bets Off calls increased about 20%, visits to the web site also increased.
    - Survey Results: Feedback on Campaign from Casinos-nearly 100% participation. Comparison report of how perception on how the campaign went. Will compare Providers to Casino results
  - Spring Webinar Recap
    - February 11, 2015 and March 11, 2015: 'App'rehensive: The Blurring Lines of Gaming/Gambling -- and How to Protect Our Most Vulnerable by Julie Hynes. Almost 500 registered and nearly 200 attended. It is posted on the website if you didn't get the opportunity to attend.
    - March 12, 2015: Medication Assisted Therapy (MAT) Research for Pathological Gambling Webinar Session by Jon Grant. 208 registered 57 attended.
    - April 8, 2015: Parkinson's/RLS Medication Affecting Increase in Problem Gambling, A Gambling Webinar Session by Anhar Hassan. 148 registered with 103 attending.

# SBIRT – DG-PSS

- ◎ Screening, Brief Intervention, Referral To Treatment (SBIRT) Project
  - Alcohol/Drug Screening at selected FQHC's and the National Guard
  - 59,000+ Iowans screened to date
  - 2,800+ Brief Interventions
  - 766+ Brief Treatment
  - 959 Referral To Treatment
  
- ◎ National Guard Problem Gambling Pilot Project
  - Military rates of problem gambling
    - 18% for Males
    - 5% for Females
  - Note: General Iowa Problem Gambling Prevalence rate is around 2%*
  - Disordered Gambler – Pre-Screen and Screen
    - National Guard members who screen positive for Brief Treatment for Substance Abuse, will complete the DGPSS.

# IOWA GAMBLING TREATMENT OUTCOME

**Ki Park, Ph.D.; UNI-CSBR  
Eric Preuss, MA, IAADC, CCS, LICDC; IDPH**



Center for Social and  
Behavioral Research



# Objectives

- Understand the key factors related to 2013-2014 treatment outcome.

1. Outcome:

- Completion of treatment
- Length of the services

2. Factors related

- Wait days
- Encounters

I-smart

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1. Satisfaction of treatment

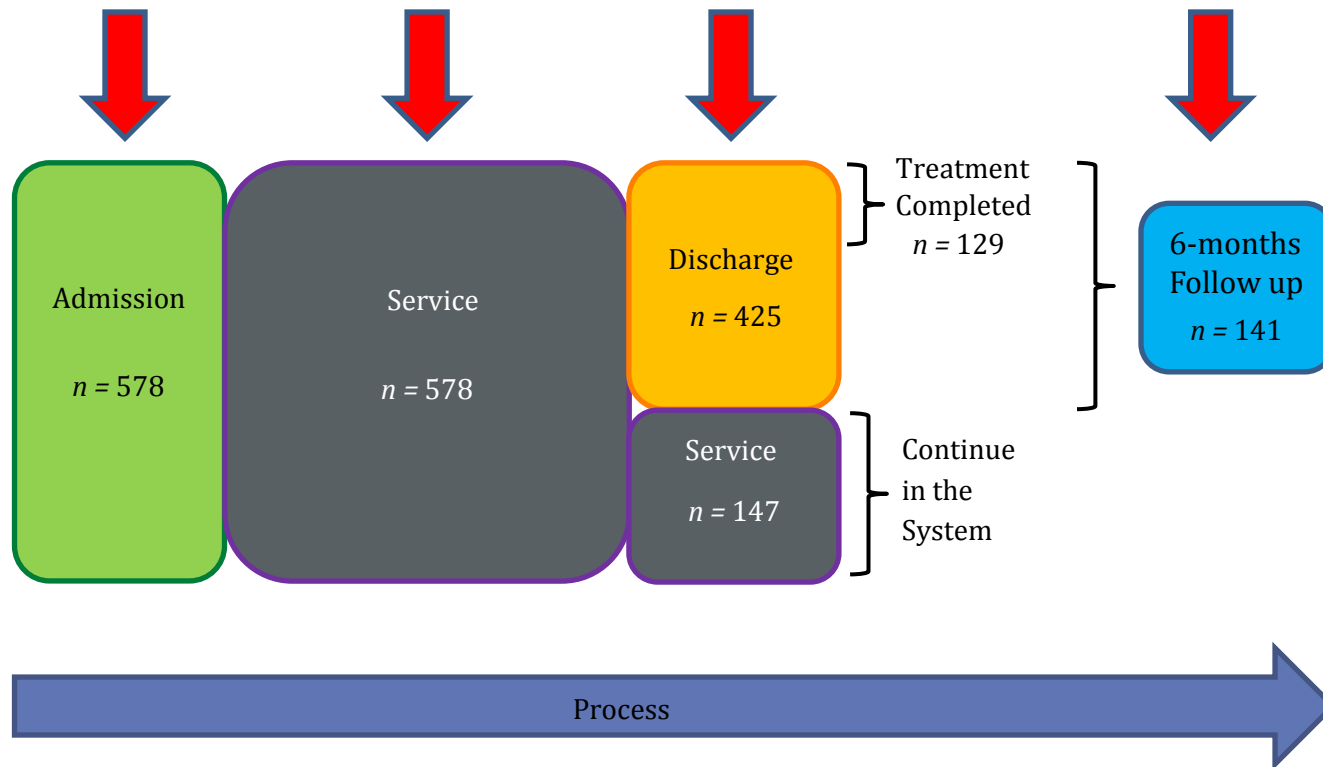
2. Problem gambling assessment

6 months after discharge follow up

# Data sets

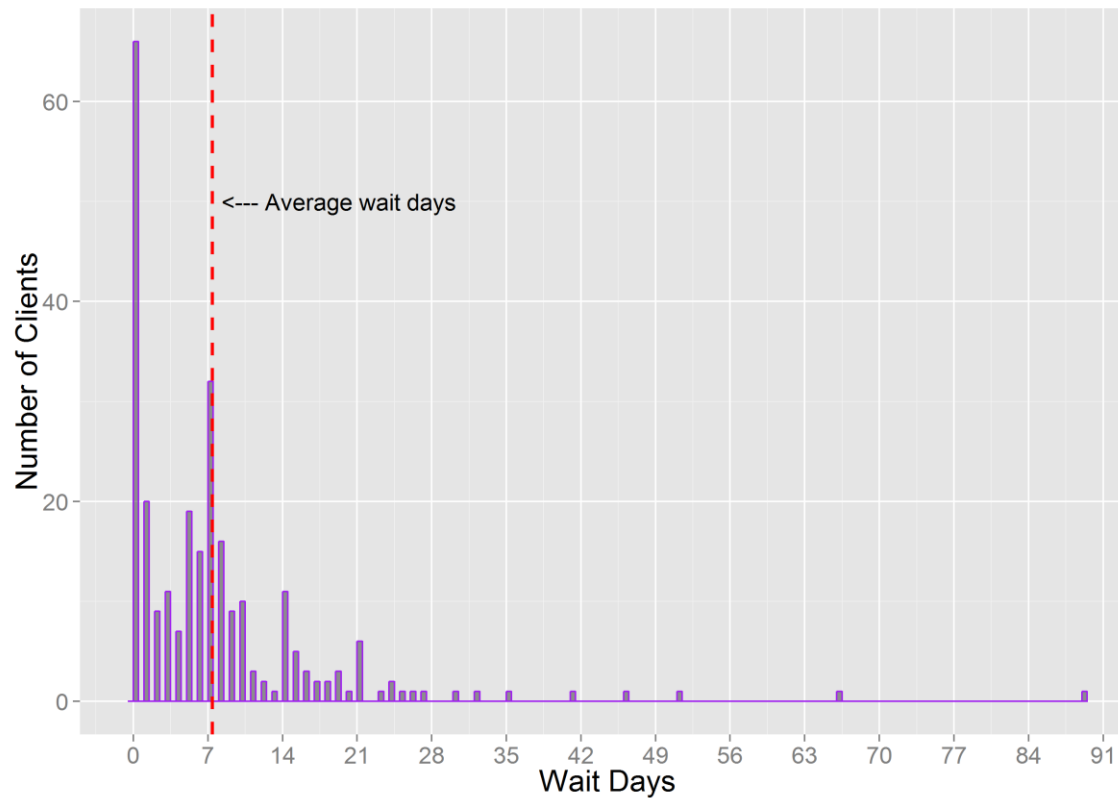
- I-smart
  - Intake (all)
  - Admission (all)
  - Encounters or services (all)
  - Discharge (completed treatment)
- 6-months follow up (a subsample of those who consented at admission: complete & incomplete treatment)

# Calendar years 2013-2014



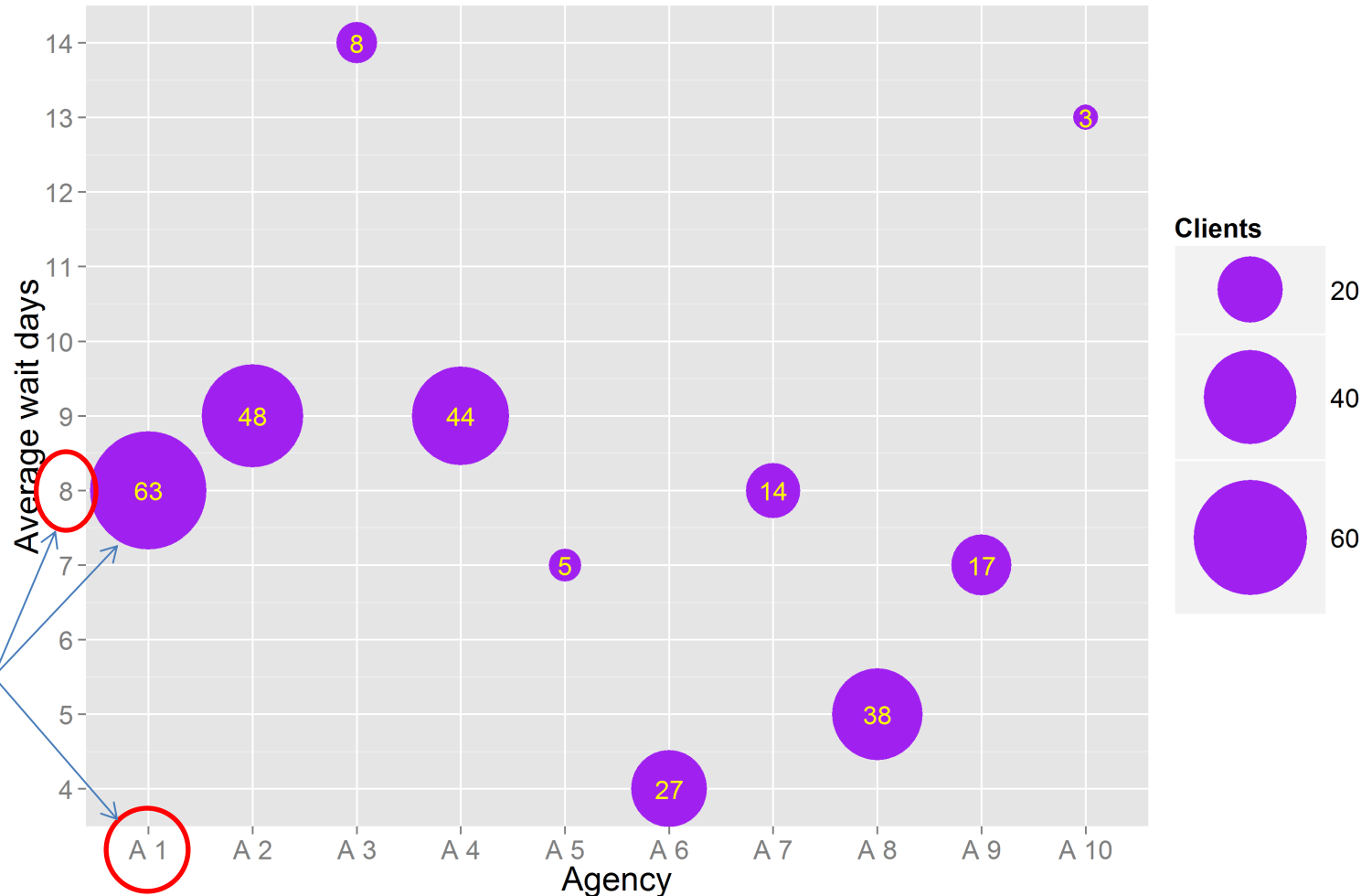


# Wait days in 2014



Wait days	
Clients	n=267
Average	7.40
Minimum	0
Maximum	89

# Average wait days by agency in 2014



# Factors Related to Outcome

## Factors

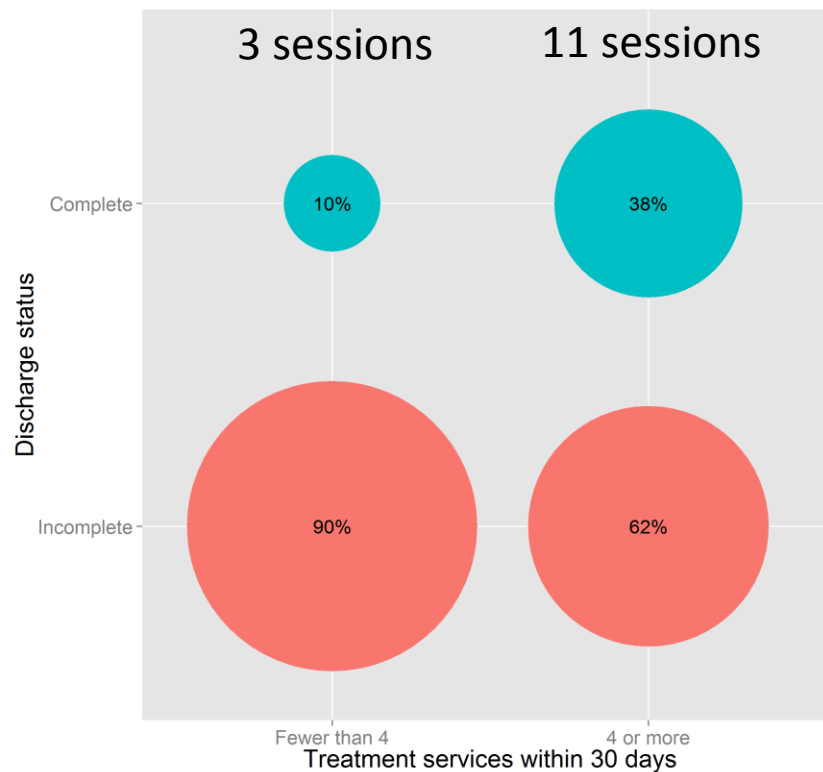
- ★ Treatment services within 4 weeks
- ★ E-therapy
- ★ RSS

## Outcome

- ★ Length of the services (ALL)
- ★ Discharge status (ALL, but about 1/3 with information)

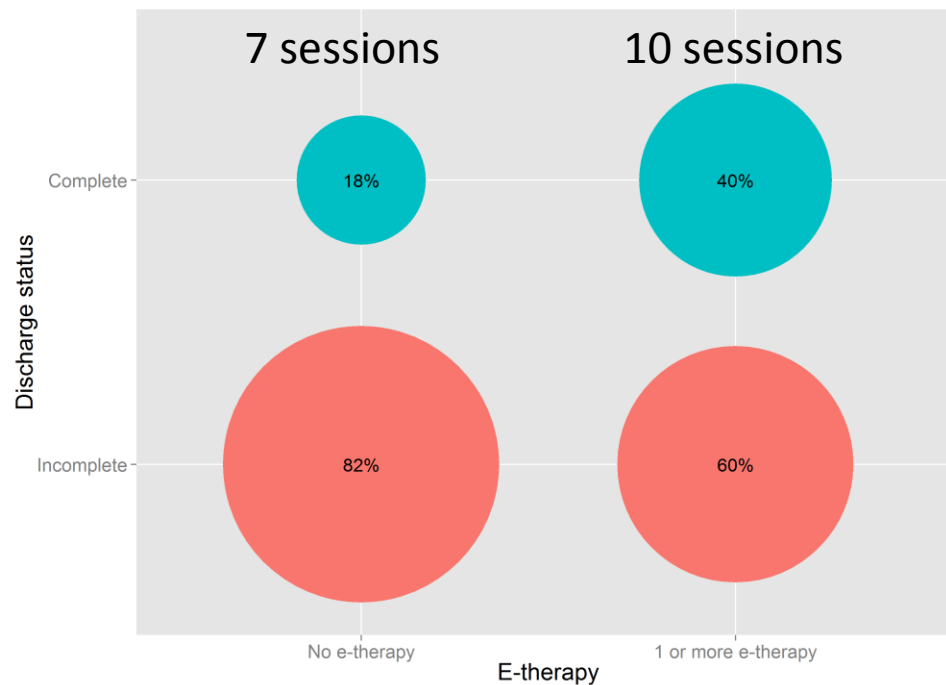
# Factors Related to Outcome

★ Treatment services within 4 weeks

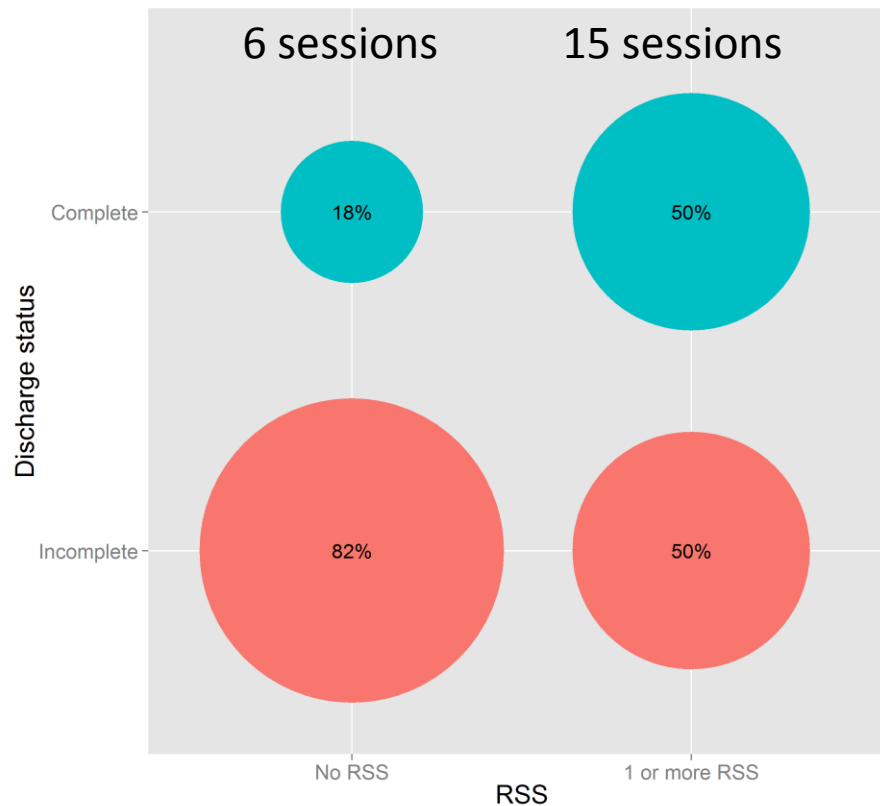


# Factors Related to Outcome

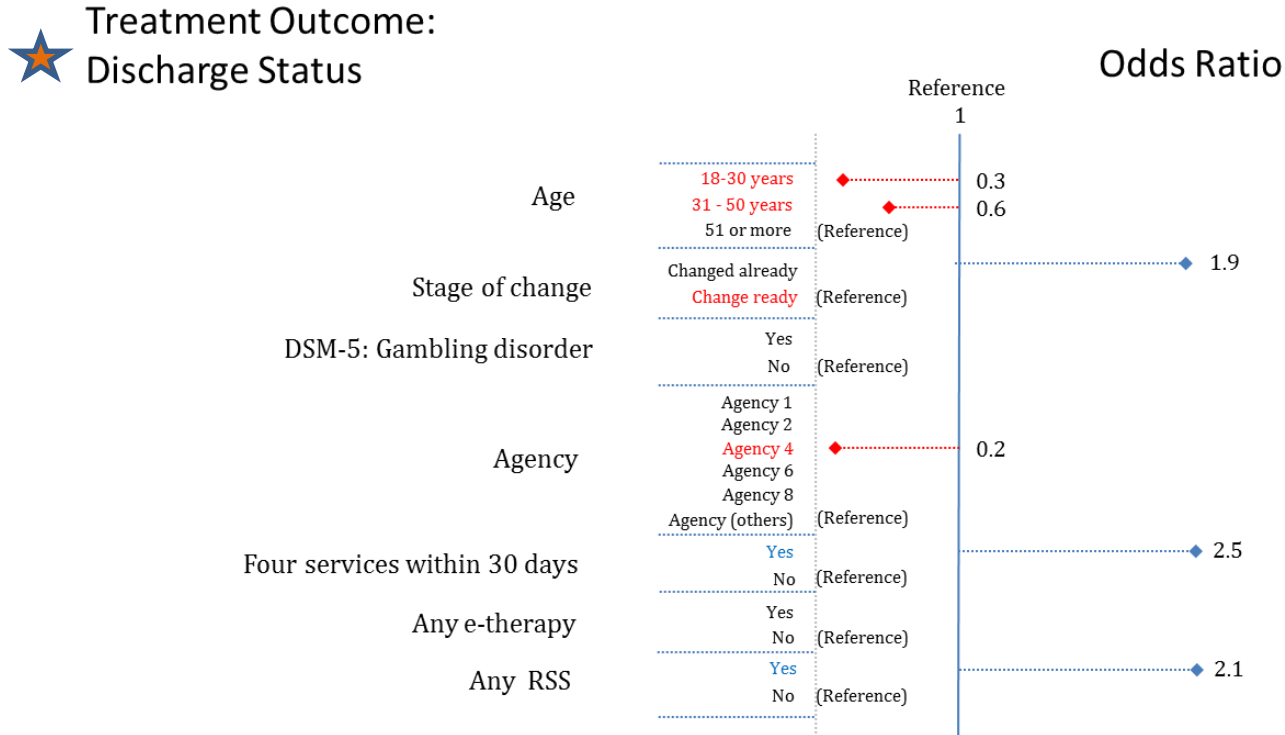
★ E-therapy



# Factors Related to Outcome



# Factors Related to Outcome



# Factors Related to Outcome

	Length of the services	Unstandardized Coefficients		p
		$\beta$	SE	
	$\beta_0$	1.205	0.204	
+	Male	0.163	0.080	0.042
+	Suicidal	0.227	0.102	0.027
	Agency			
-	Agency 4	-0.308	0.143	0.032
+	Agency 6	0.596	0.144	0.000
+	4 + services within 30 days (Yes)	0.969	0.089	0.000
+	Any RSS count	0.627	0.101	0.000



# QUESTIONS?

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Center for Social and  
Behavioral Research

Treatment Outcome





# **Problem Gambling Report**

## **May 2015**

**Ethan Sahker, MA**  
**Julie Palmer, BA**  
**Stephan Arndt, PhD**



Funds provided by Iowa Department of Public Health



# Overview

The following report addresses 4 questions on youth gambling behaviors using 2014 Iowa Youth Survey (IYS) data:

- Who gambles among 6th, 8th, and 11th graders in Iowa?
- What are the significant types of gambling among youth; do they differ between boys and girls and do they change across grades?
- Where in the state are the highest rates of gambling among youth?
- Is youth gambling related to other factors?



# Data

- The analyses focus on 2014 Iowa Youth Survey (IYS) questions that asked if the respondent:
  - Ever gambled (lifetime gambling),
  - Ever won or lost over \$25 in a day,
  - Gambling frequency for a number of activities, and
  - Whether or not they had arguments with family or friends about gambling.
- The IYS included responses from over 76,000 6<sup>th</sup>, 8<sup>th</sup>, and 11<sup>th</sup> graders.



# IYS

**Table 1: Number of Validated 2014 Iowa Youth Survey Records**

Grade	Male	Female	Total <sup>1</sup>
6th	13,182	12,766	26,117
8th	13,295	13,003	26,443
11th	12,321	12,009	24,464
Total <sup>1</sup>	38,815	37,803	77,139

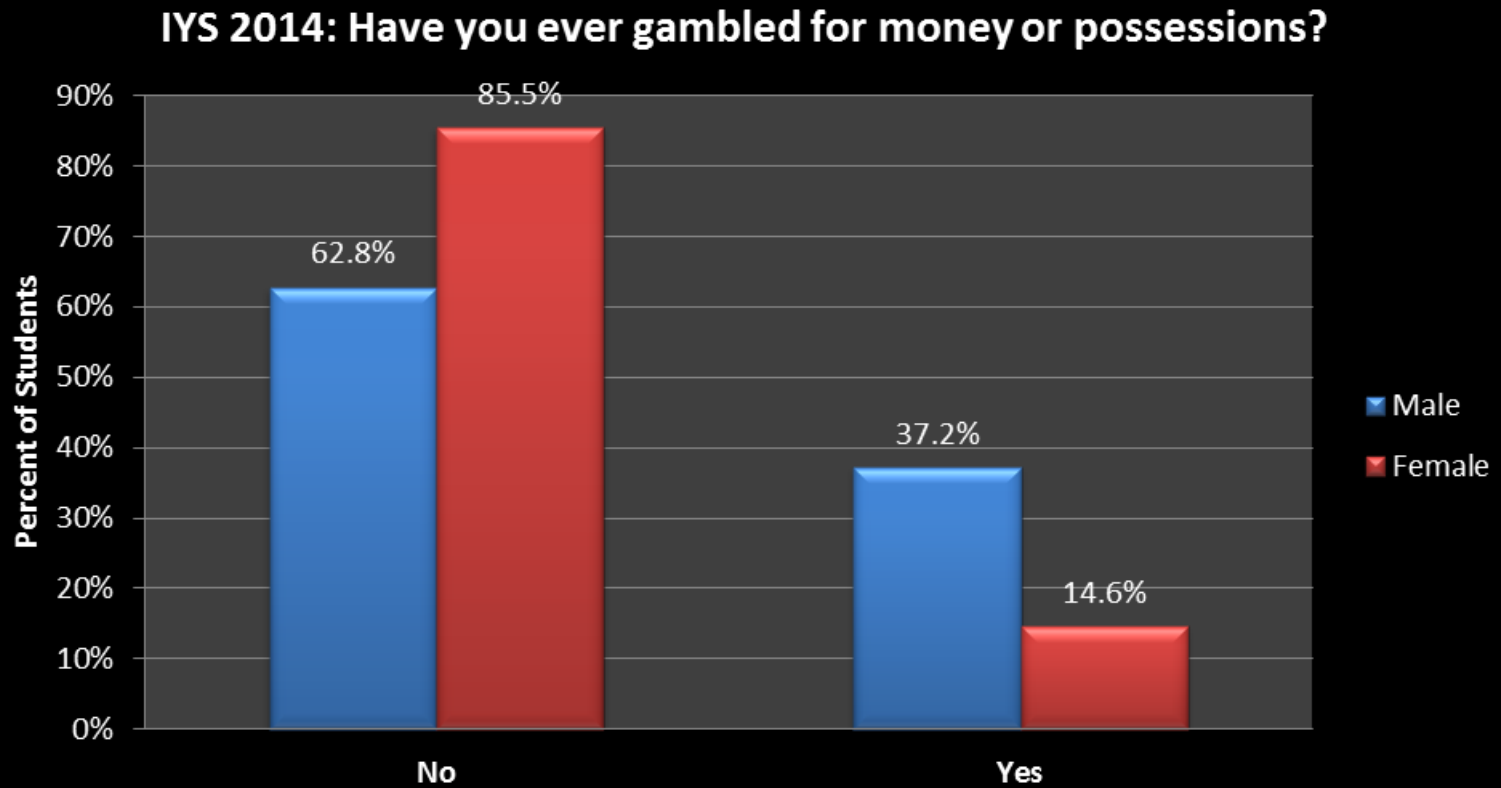
\*Note: Row/column totals do not add up since they include those with missing grade or sex responses



Who gambles among 6th, 8th, and 11th graders  
in Iowa?



# Boys have Gambled more than Girls

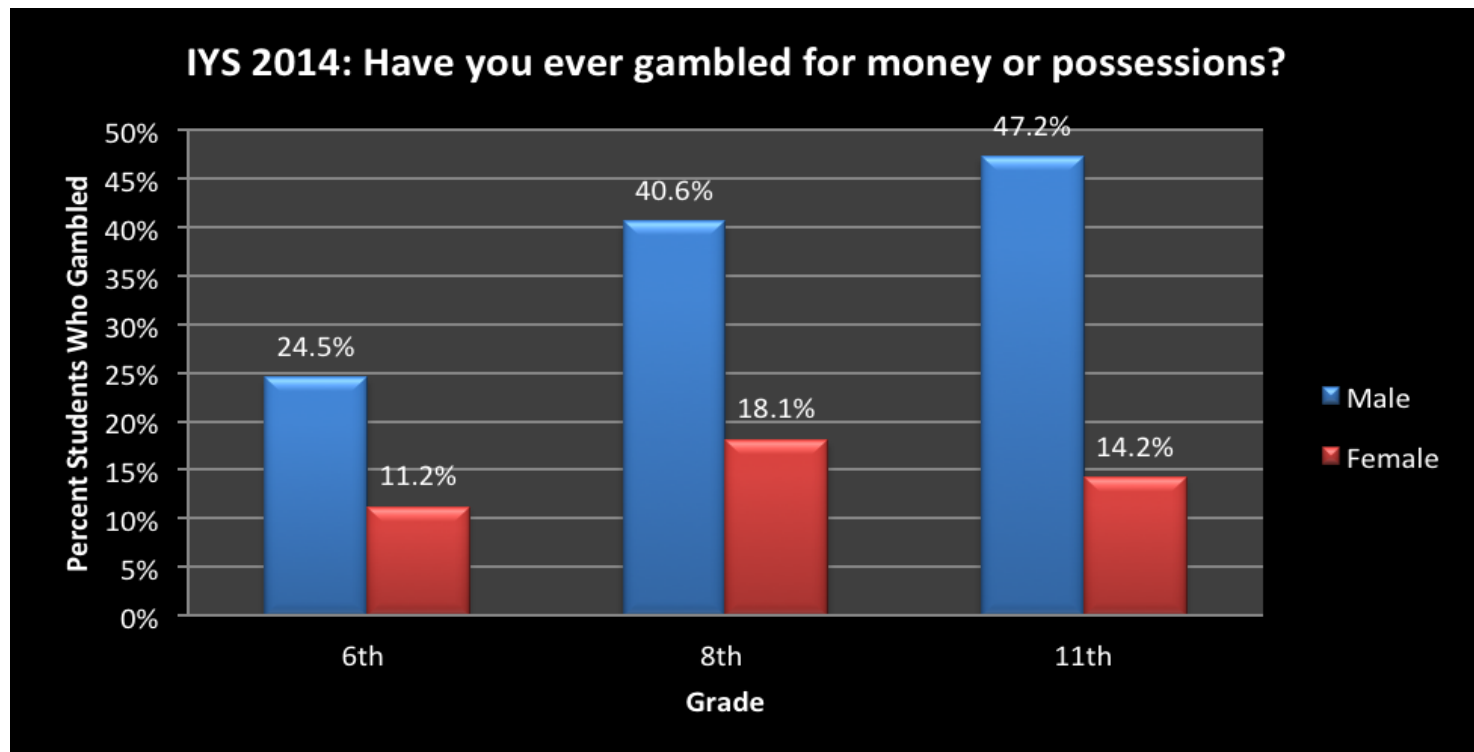






# Percent Gambled over Grade and Sex

- The percentage of boys have gambled increases over time
- Less so for girls

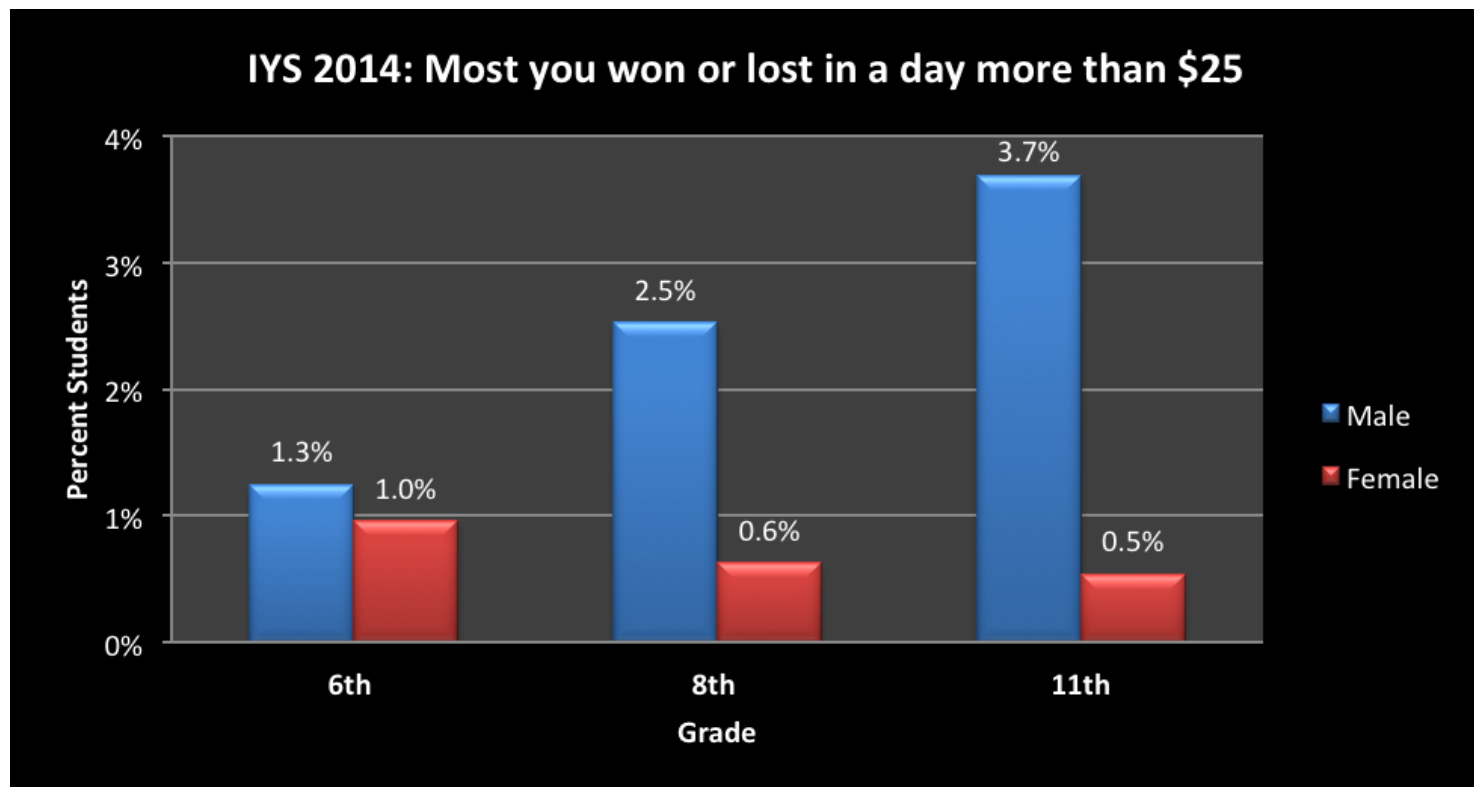






# Lost more than \$25

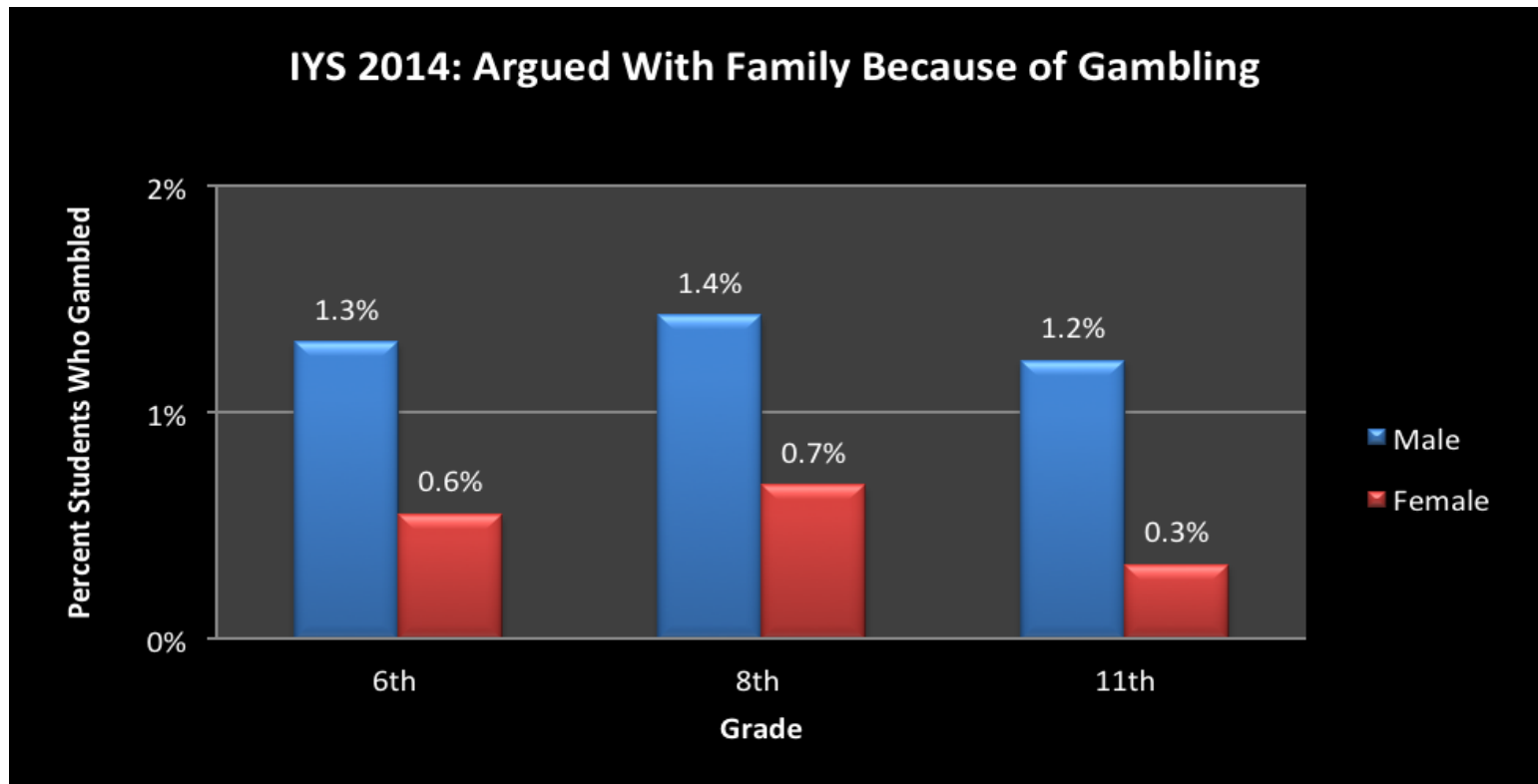
Again, boys seem to increase more so than girls over grade





# Arguments Over Gambling

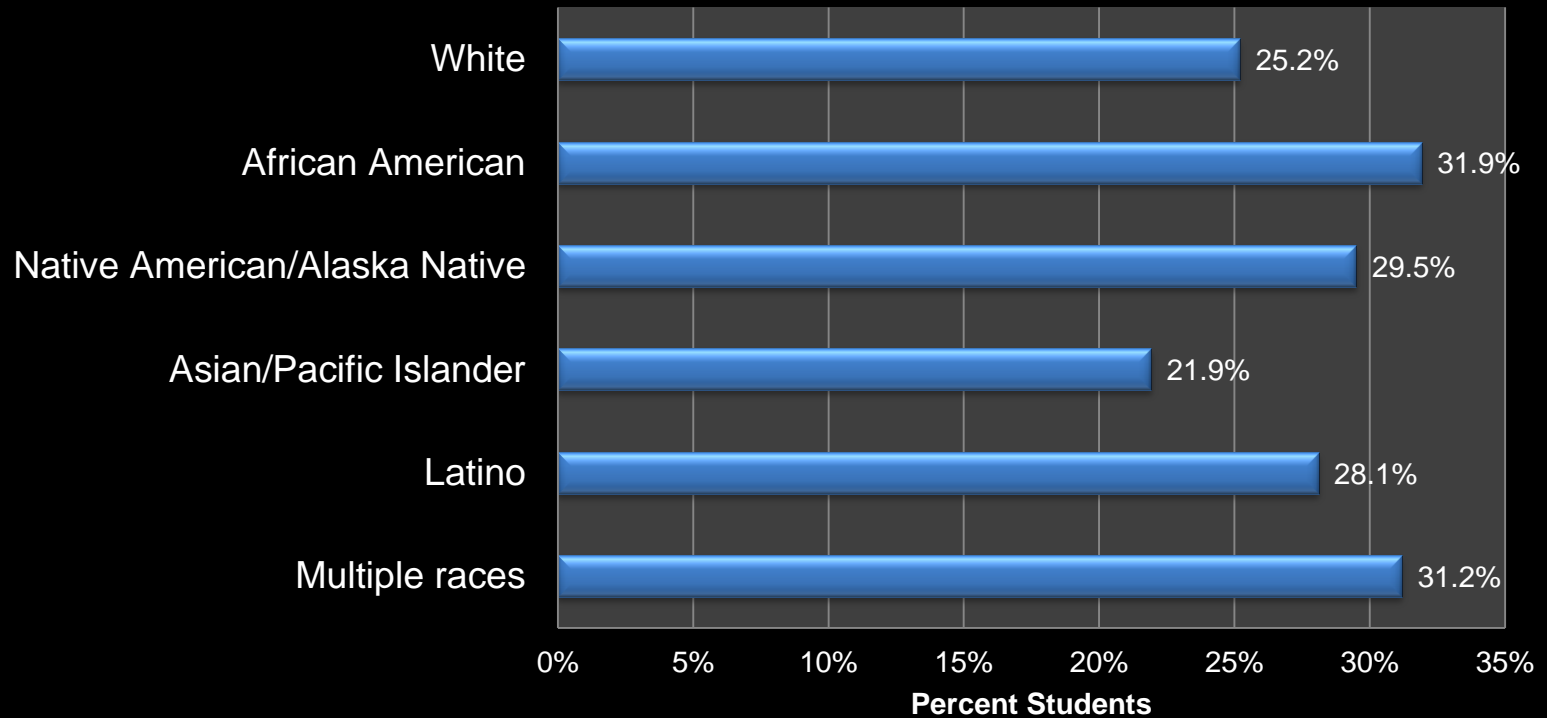
Arguments over gambling appear fairly constant over grade but are higher for boys than girls.





# Race/Ethnicity and Gambling

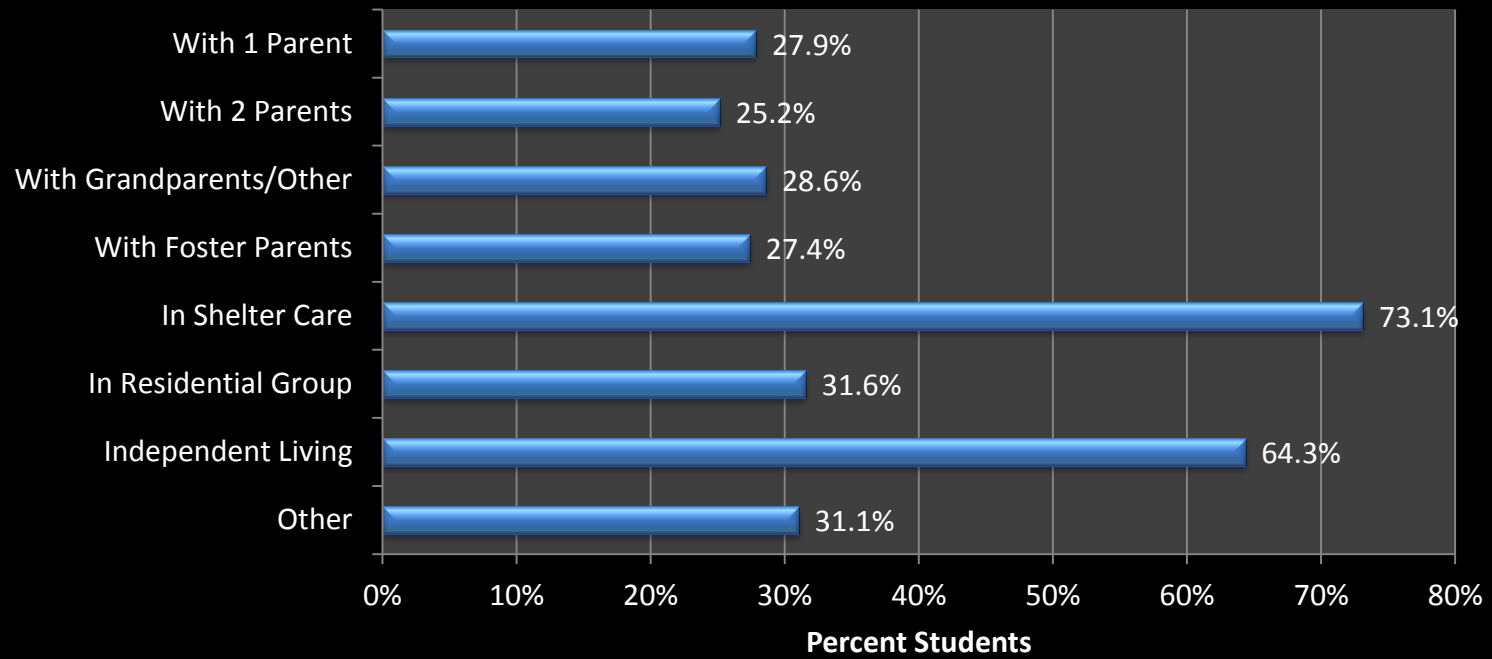
Have you ever bet or gambled for money or possessions?





# Living Arrangements and Gambling

**IYS: Have you ever bet or gambled for money or possessions?**

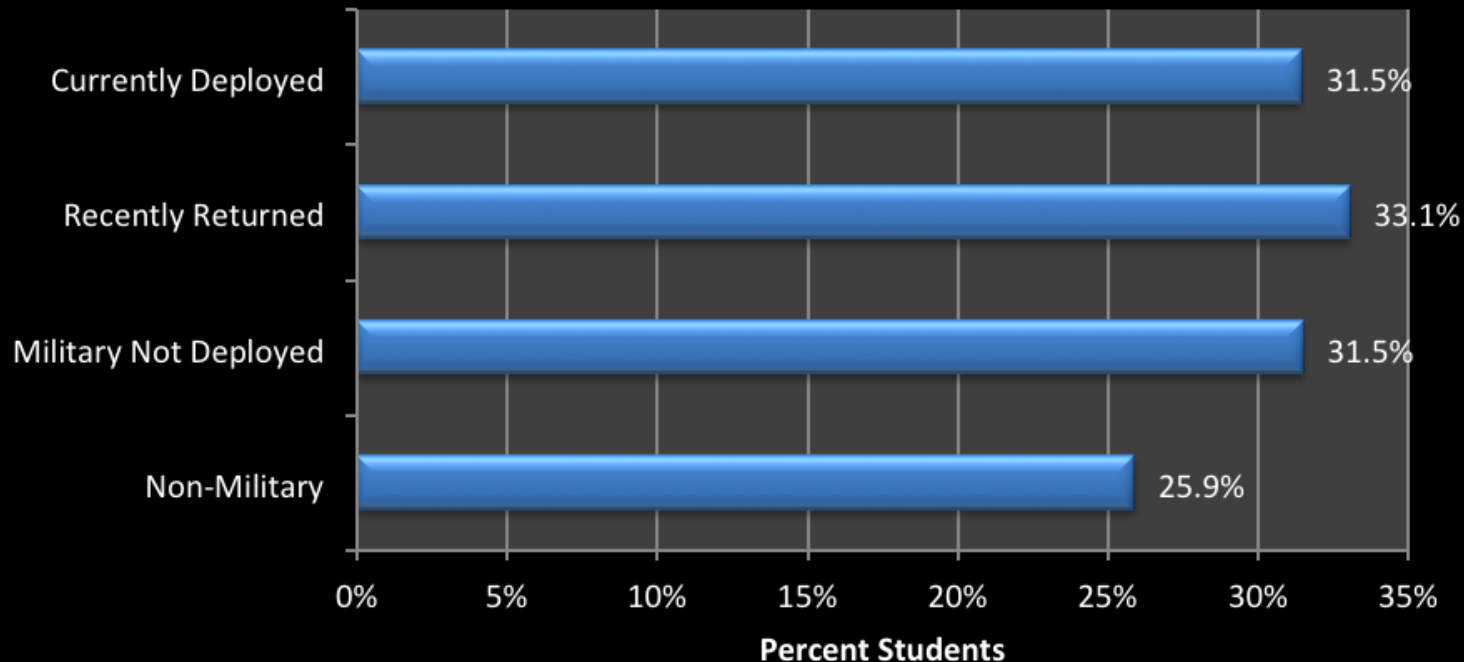




# Gambling in Military Families

Students from military families were more likely to have gambled

**IYS: Have you ever bet or gambled for money or possessions?**



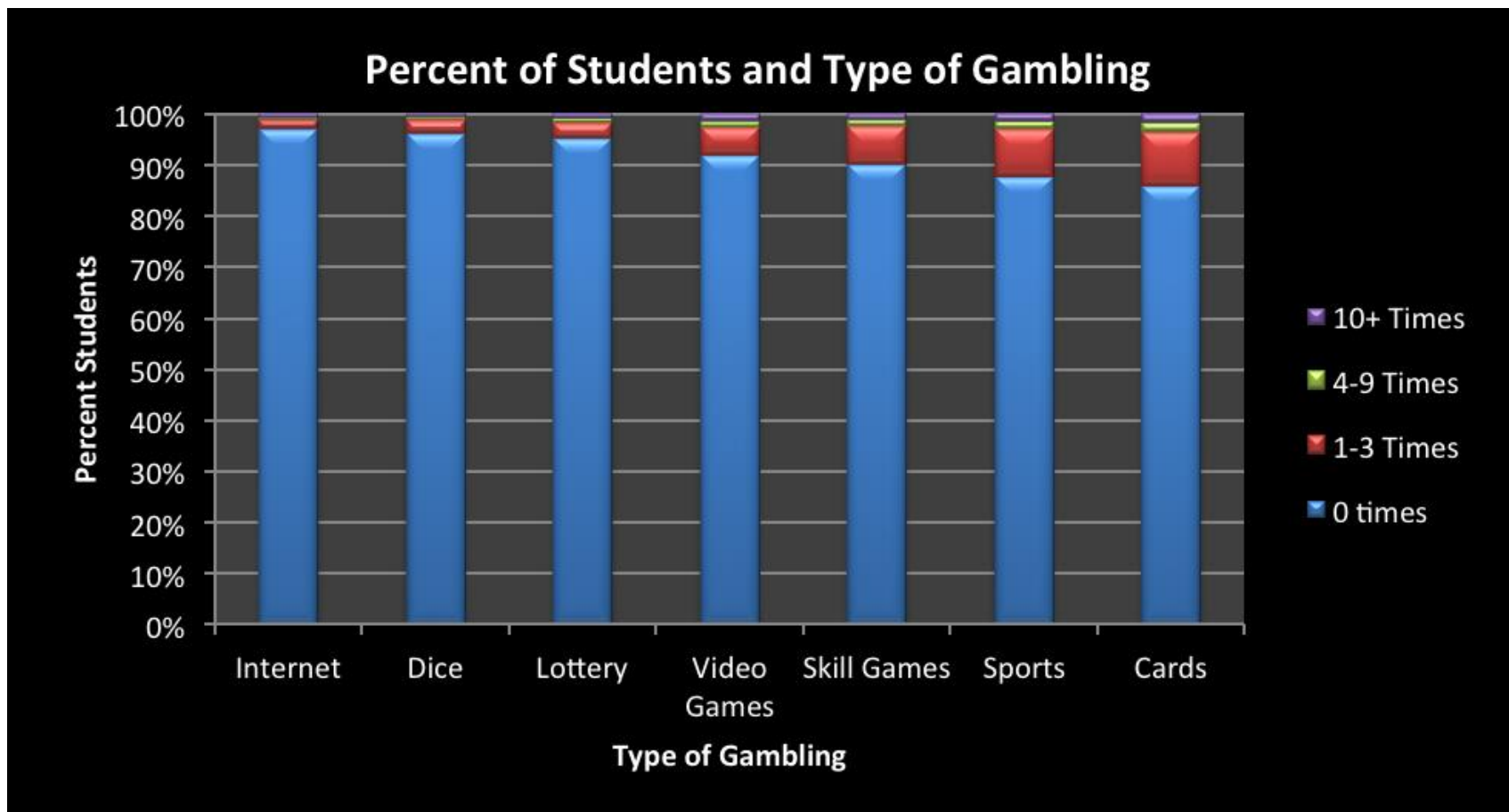


What are the significant types of gambling among youth; do they differ between boys and girls and do they change across grades?





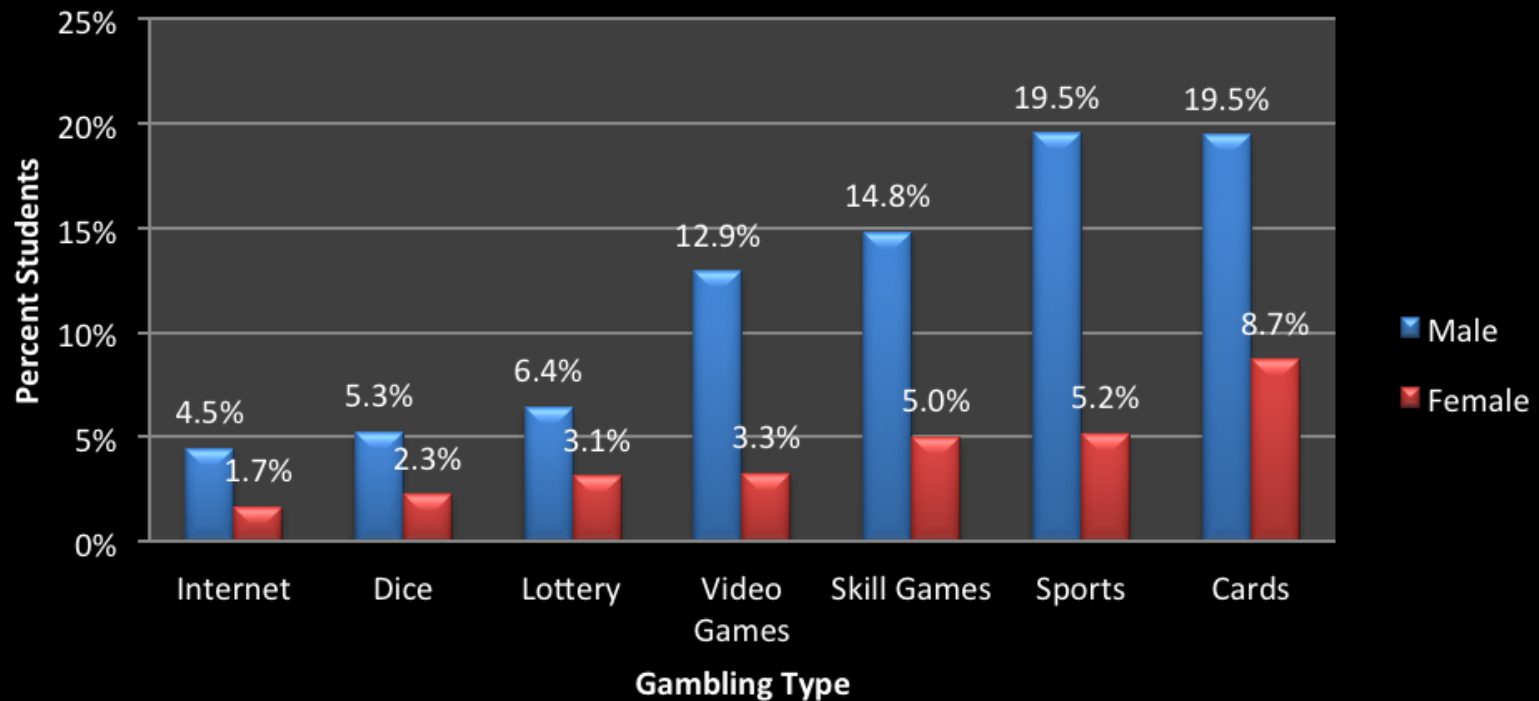
# Percent of Students Who Gambled Within the Last Year at Various Games





# Type of Game and Sex

**Percent of Student and Gambling Type by Sex**

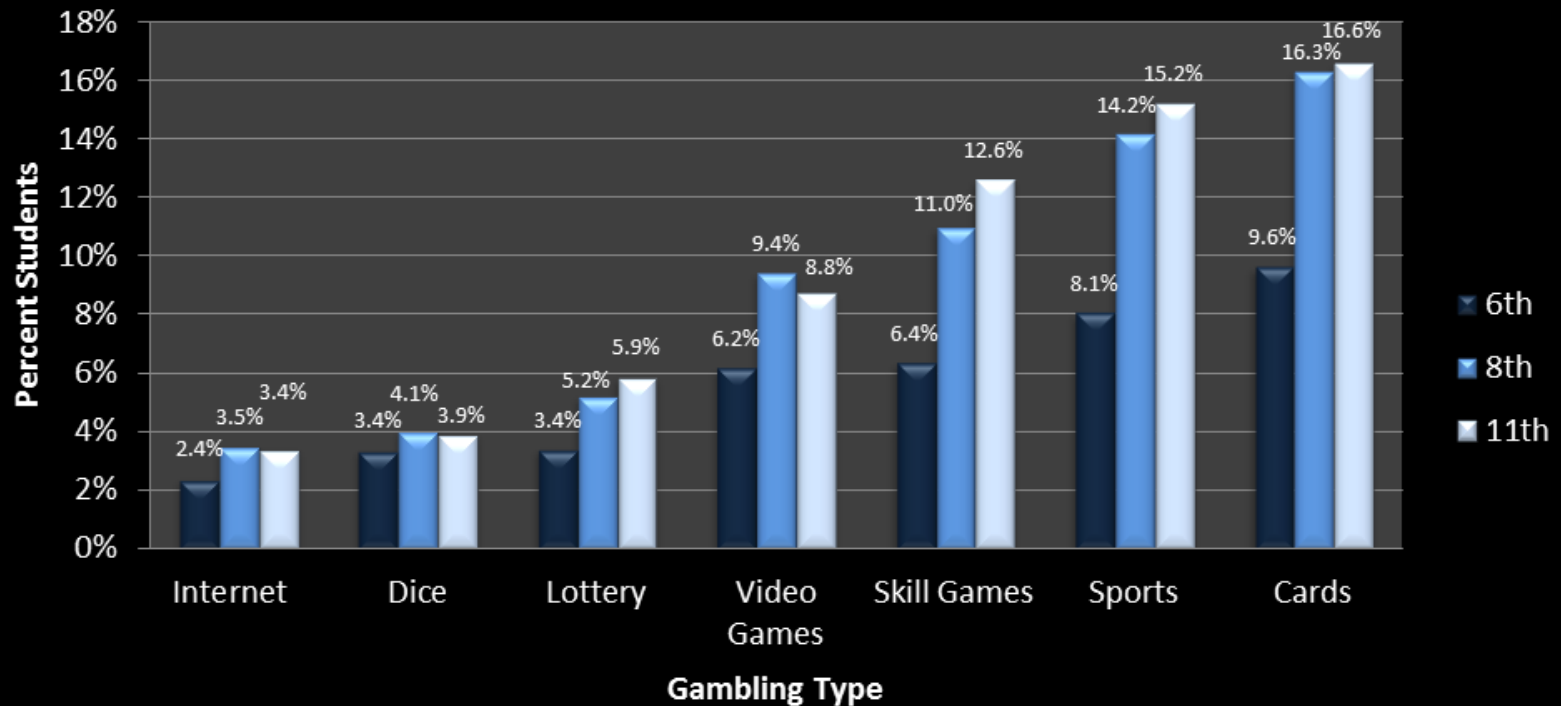






# Type of Game and Grade

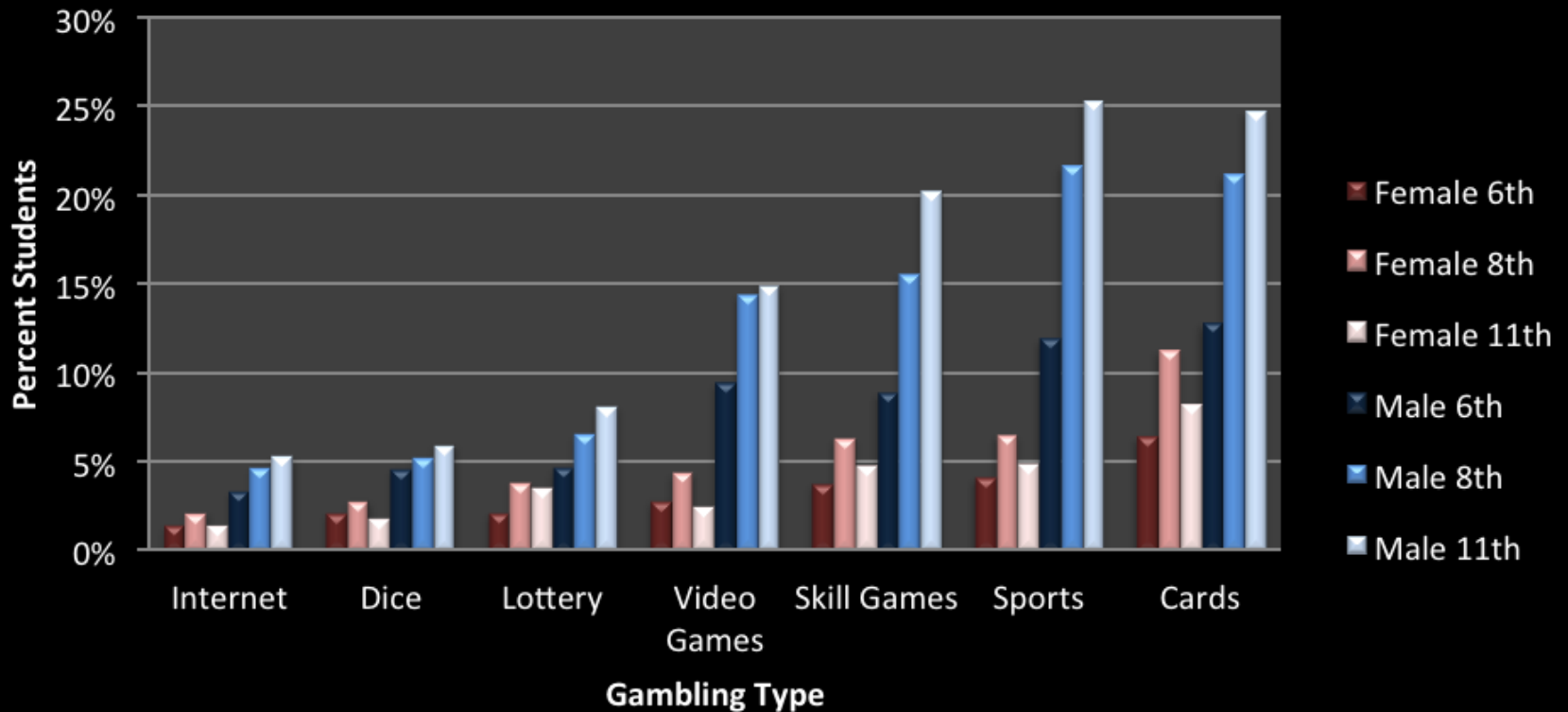
**Percent of Students and Gambling Type by Grade**





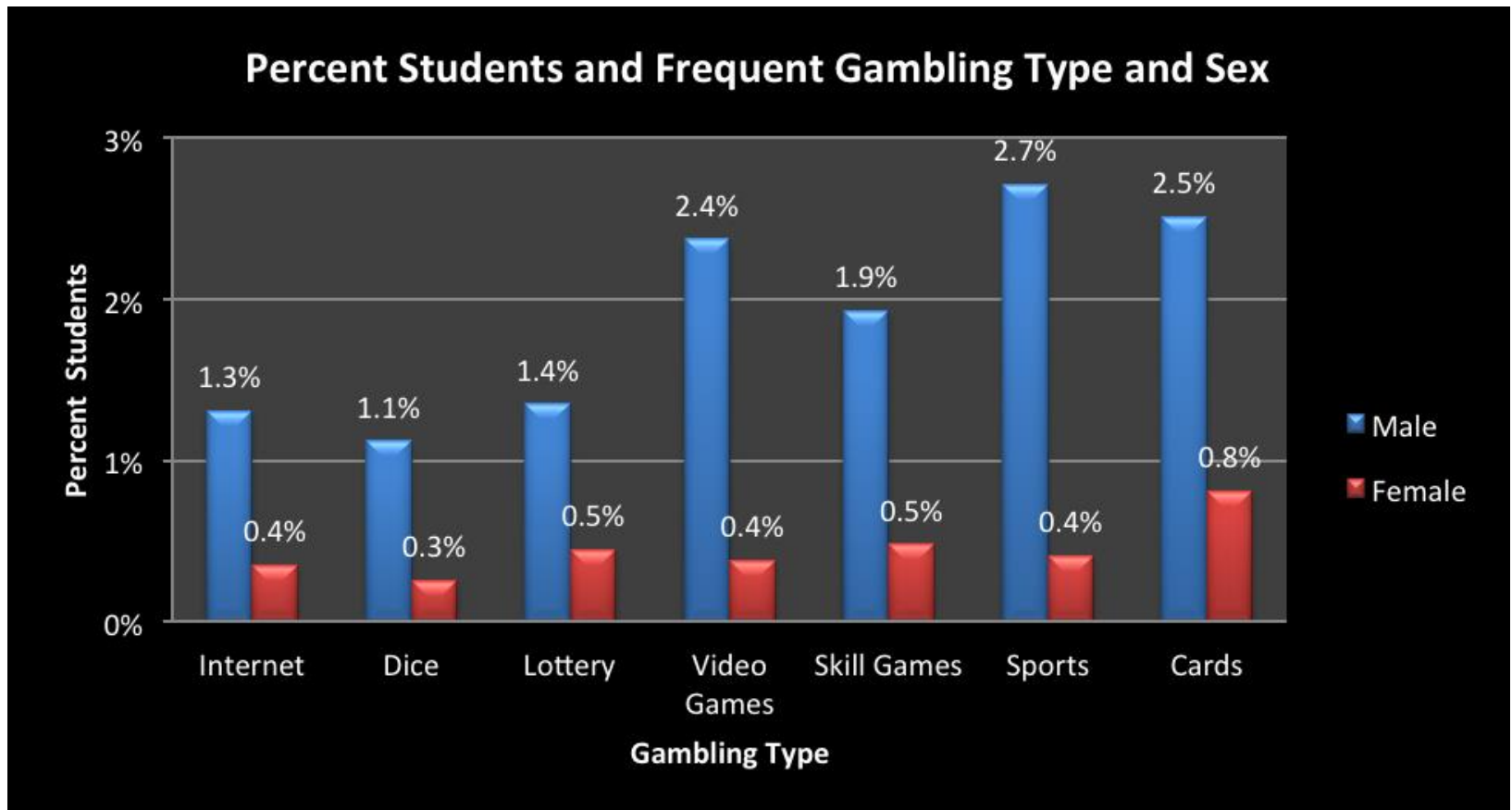
# Type of Game, Grade, and Sex

**Percent of Students and Gambling Type by Sex and Grade**





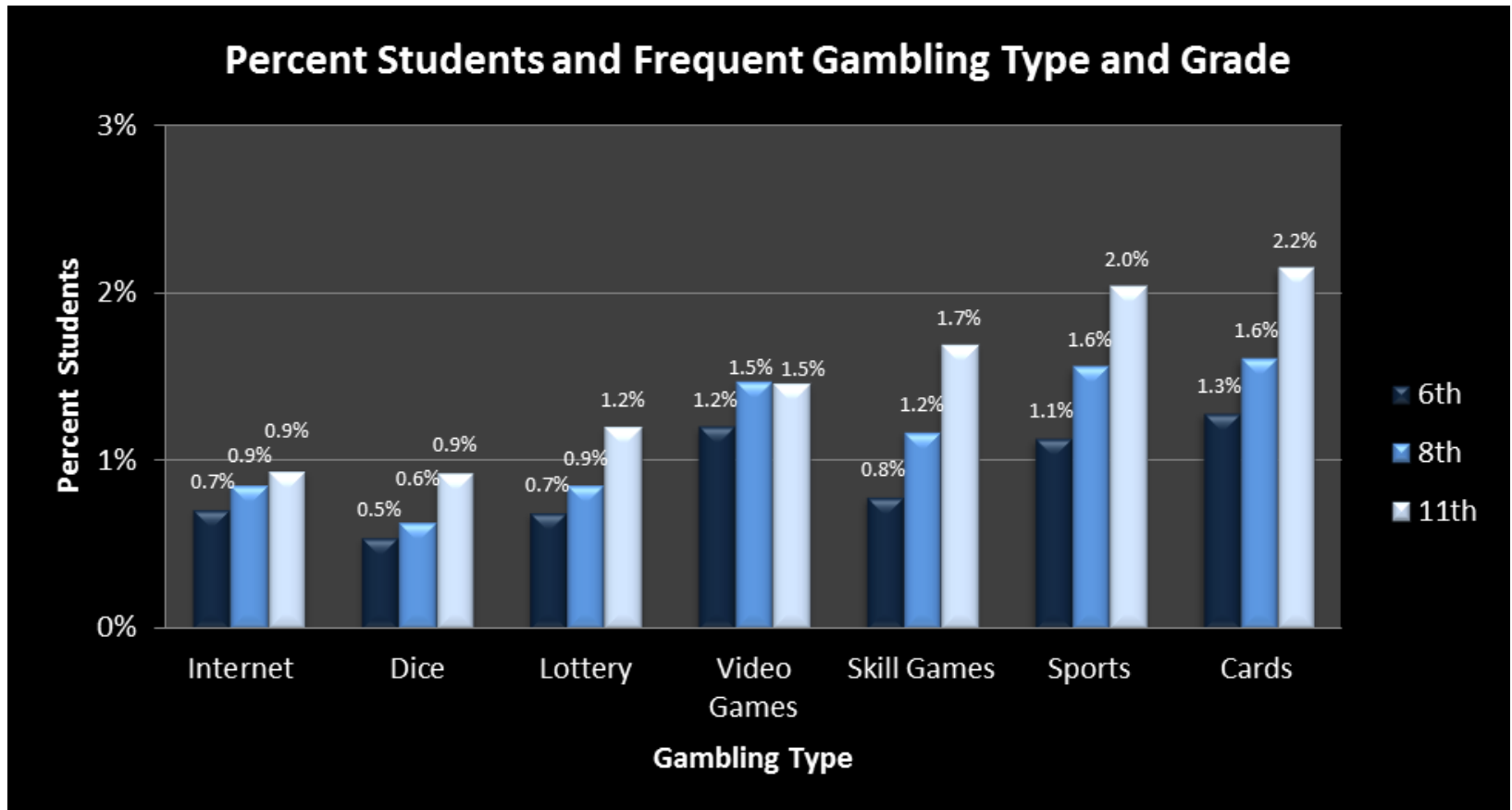
# Frequent Gambling by Sex



Frequent gambling = Gambling 10 or more times in a year



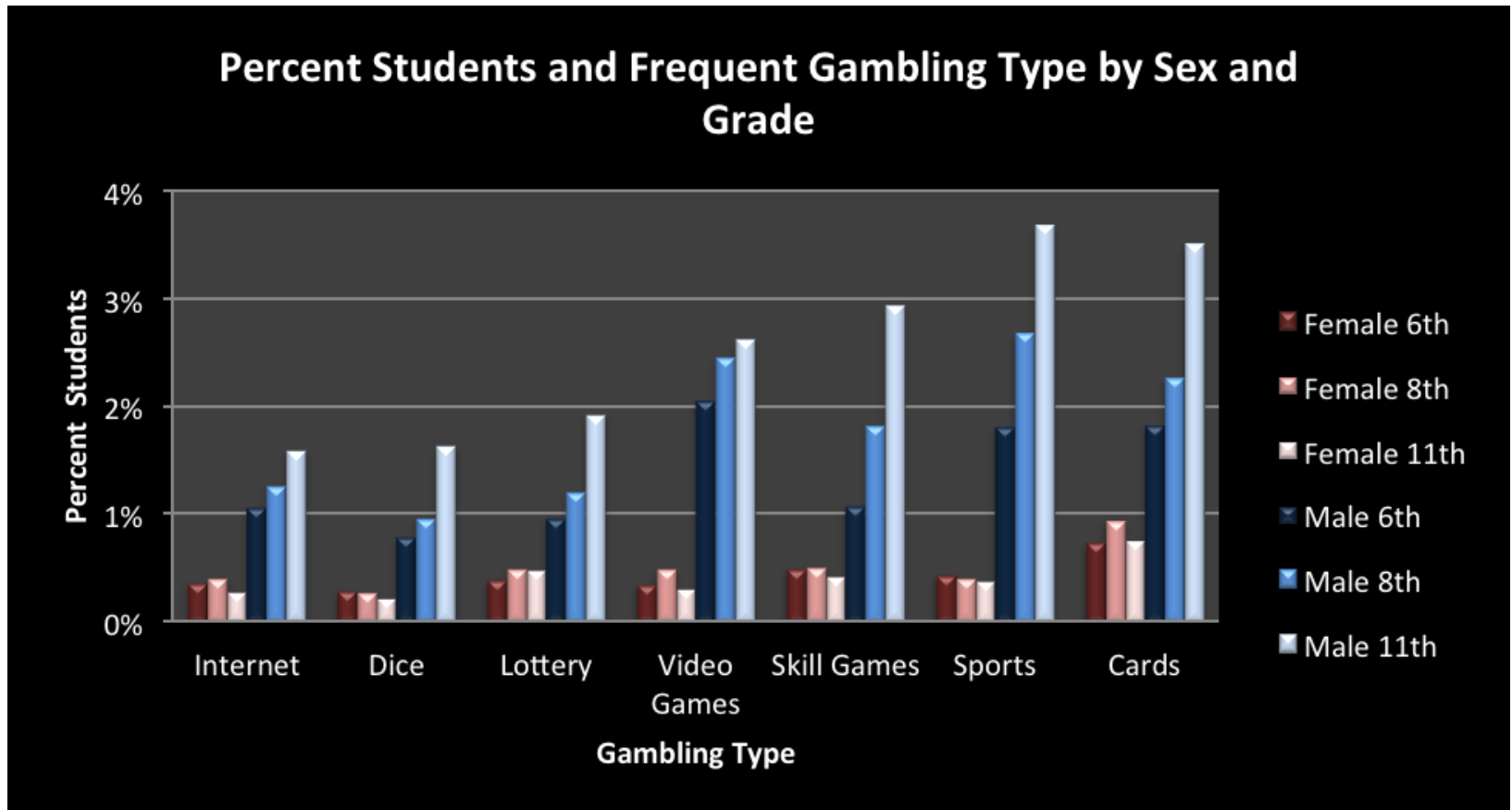
# Frequent Gambling by Type of Game and Grade



Frequent gambling = Gambling 10 or more times in a year



# Frequent Gambling by Type of Game, Grade, and Sex



Frequent gambling = Gambling 10 or more times in a year

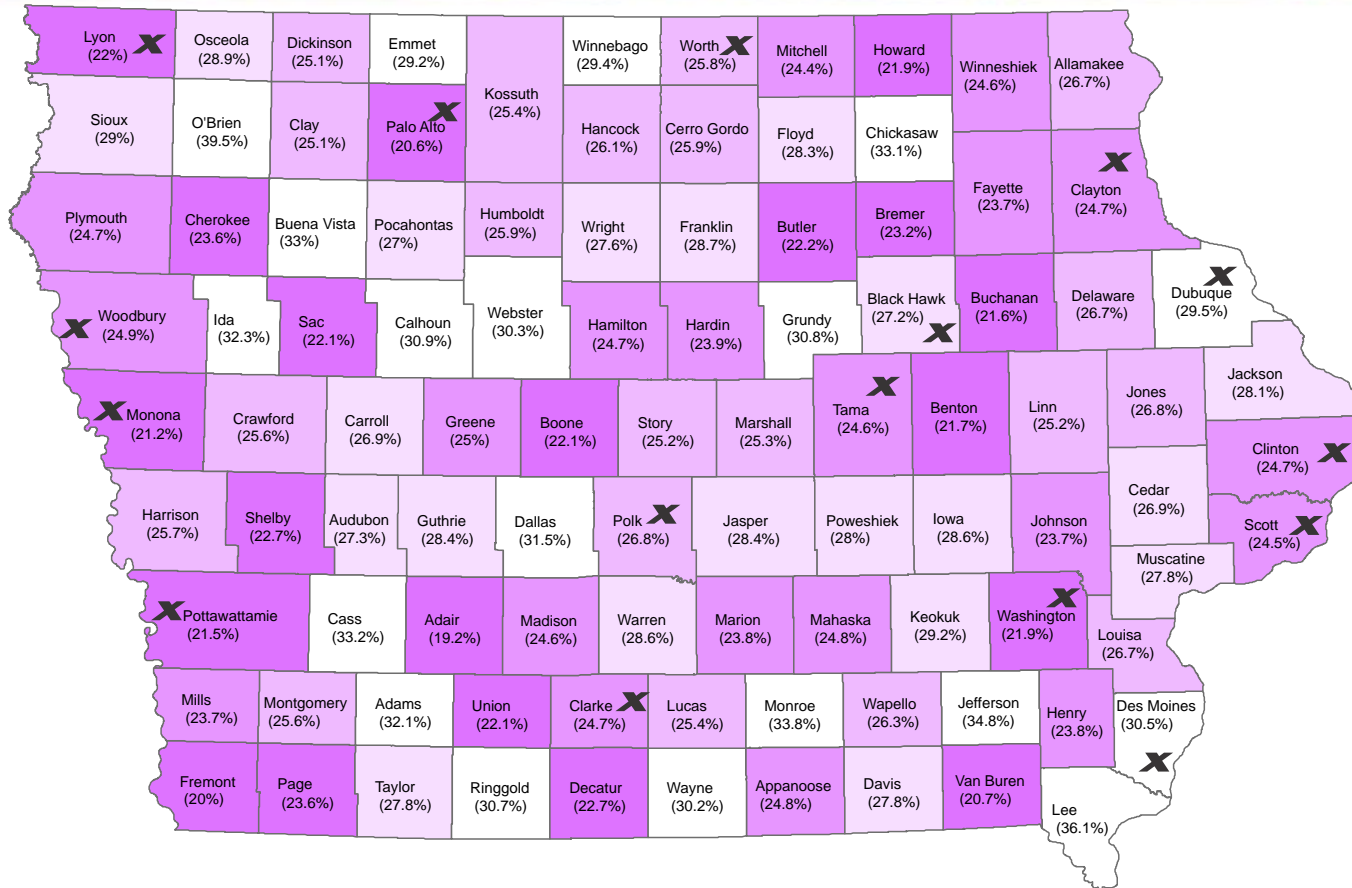


Where in the state are the highest rates of gambling among youth?

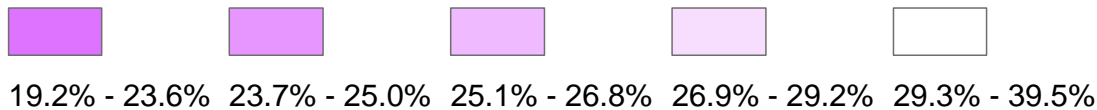




# Counties and Percent Ever Gambled

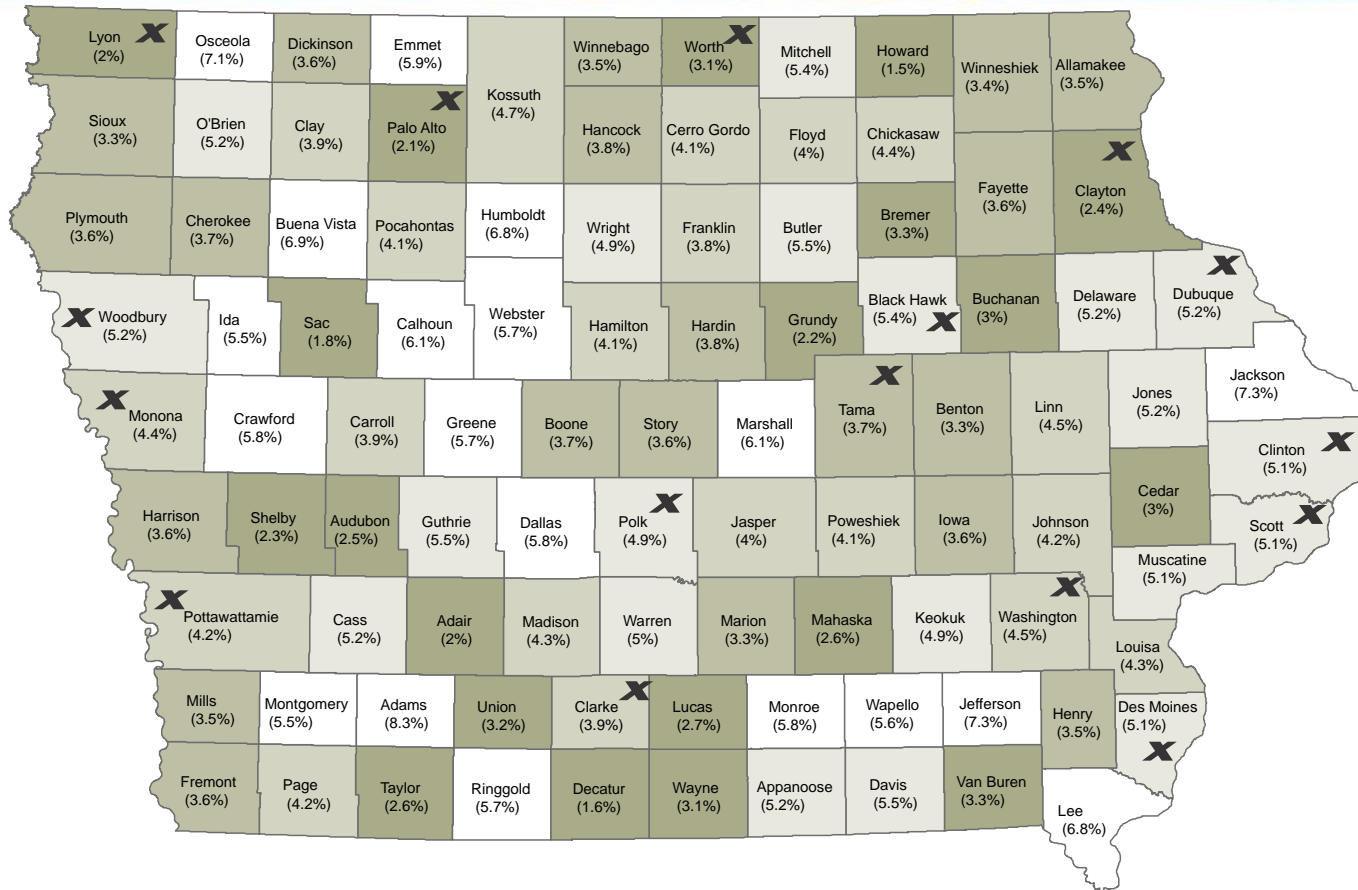


Percent Students Ever Gambled





# County and Percent Student Who Won or Lost \$25 or more



Percent Students Who Won/Lost Over \$25

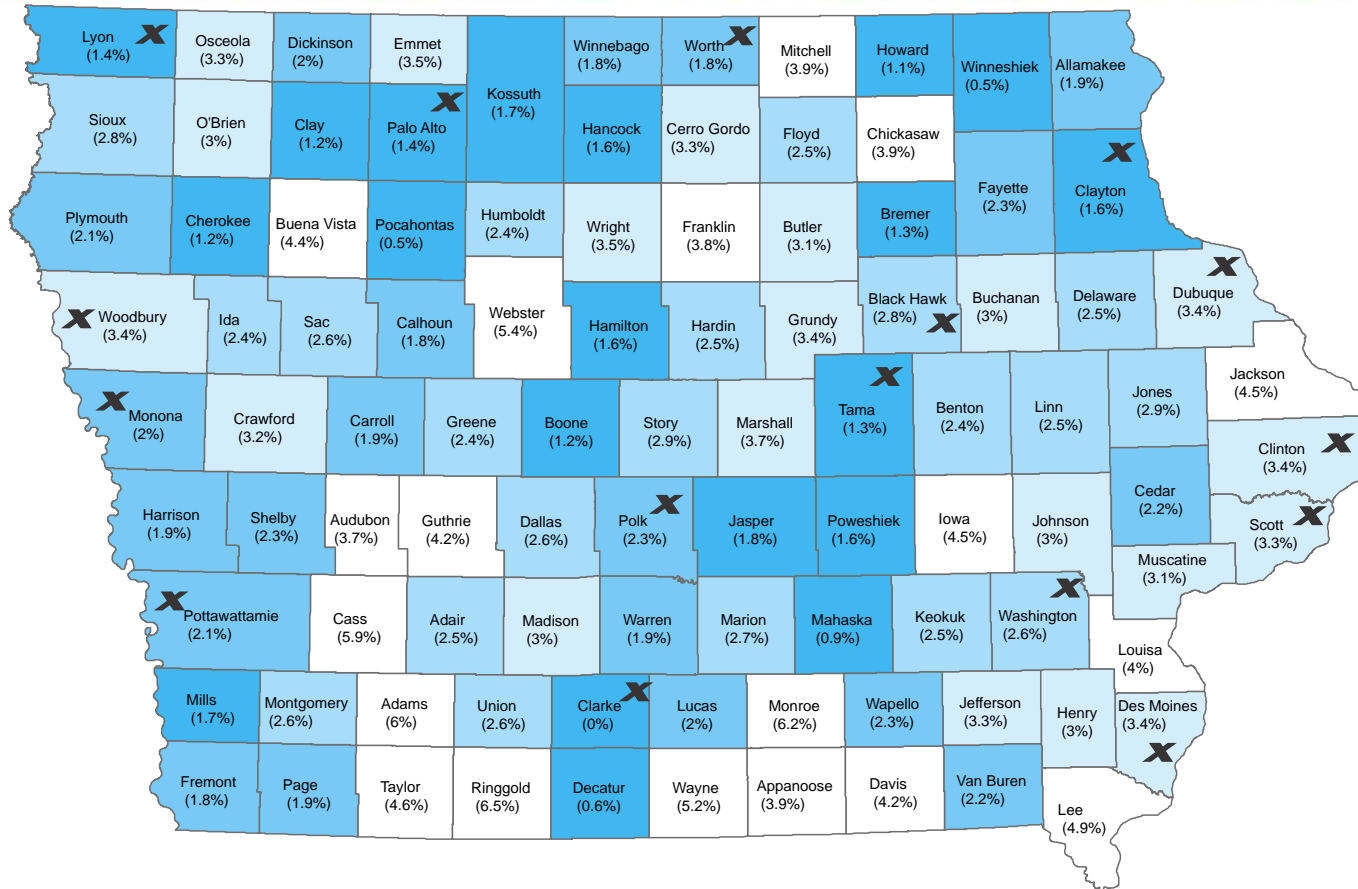


1.5% - 3.3% 3.4% - 3.8% 3.9% - 4.7% 4.8% - 5.5% 5.6% - 8.3%

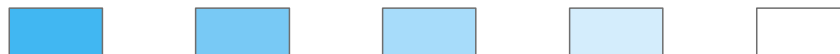




# County and Argued with Family over Gambling



Percent Students Ever Gambled



0.0% - 1.8% 1.9% - 2.3% 2.4% - 2.9% 3.0% - 3.7% 3.8% - 6.5%



# Analyses of Casino Location and Student Gambling

Statistical analyses indicated:

- Some counties tended to have consistently higher or lower youth gambling issues
- There was no evidence from these data to indicate that counties with casinos had higher youth gambling problems



Is youth gambling related to other factors?



# Youth Gambling is associated with Substance Use

Lifetime Use of:	Ever Gambled?		
	No	Yes	Risk Difference
Alcohol	23.9%	47.0%	23.1%
Binge Drinking	4.0%	11.0%	7.0%
Marijuana	7.0%	15.5%	8.5%
Drugs	14.9%	29.1%	14.3%
Tobacco	8.0%	19.4%	11.4%

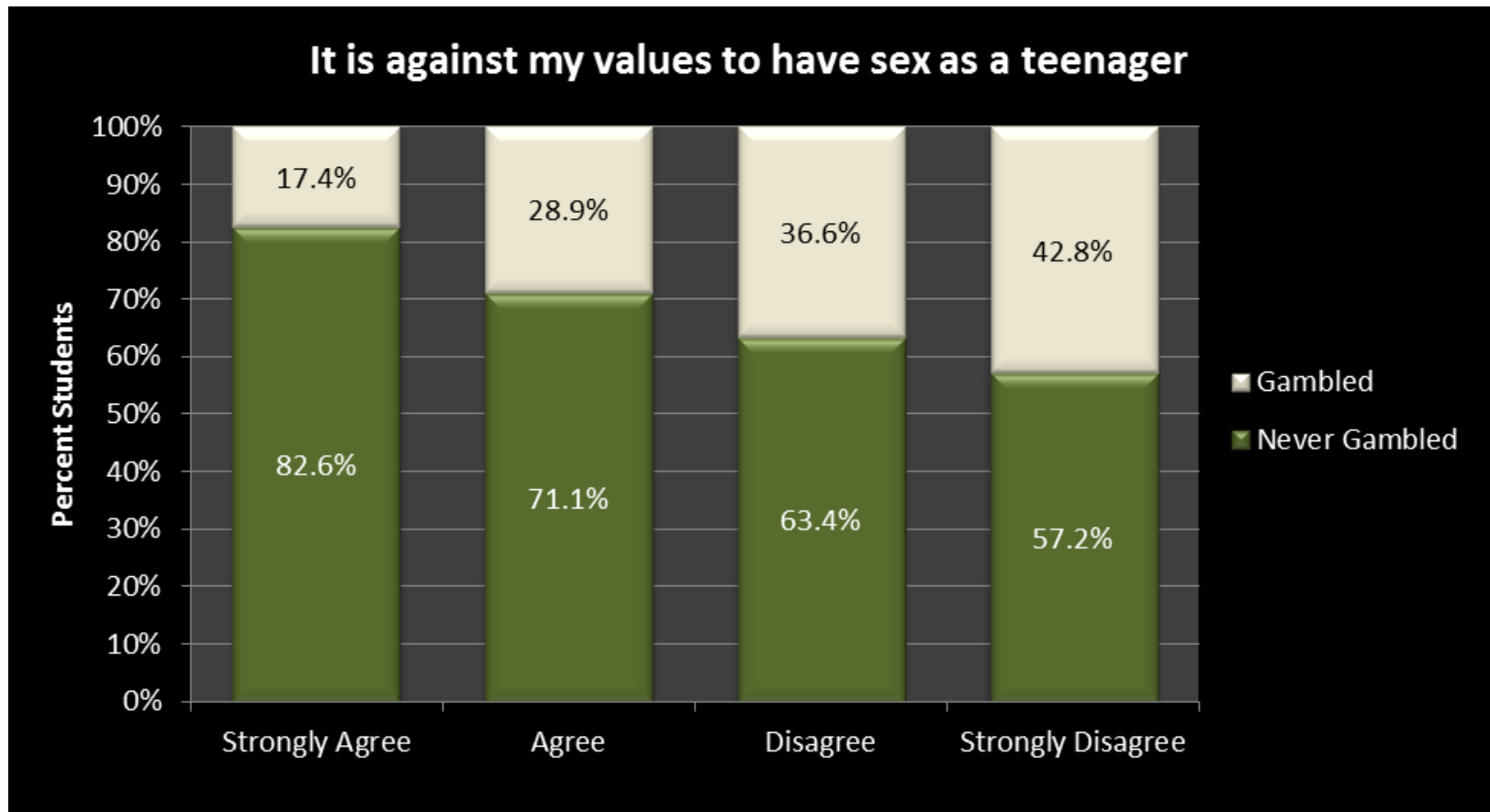


# Other Risky Behaviors and Gambling

Other Risky Behavior	Odds Ratios of Other Risky Behaviors Predicting the likelihood of Gambling		
	Lifetime gambling	Argued	Won/Lost >\$25
Carried a weapon at school	2.86	1.56	2.67
Used weapon at school	1.03	1.82	1.14
Used AOD at school	1.22	1.32	1.79
Disciplined	1.27	1.58	1.38
Damaged Property	1.42	1.34	1.30
Beat up Someone	1.54	1.80	1.84
Threatened someone	2.18	1.17	1.63
Stole	1.65	1.95	1.50
Bullied someone	1.64	2.18	1.55



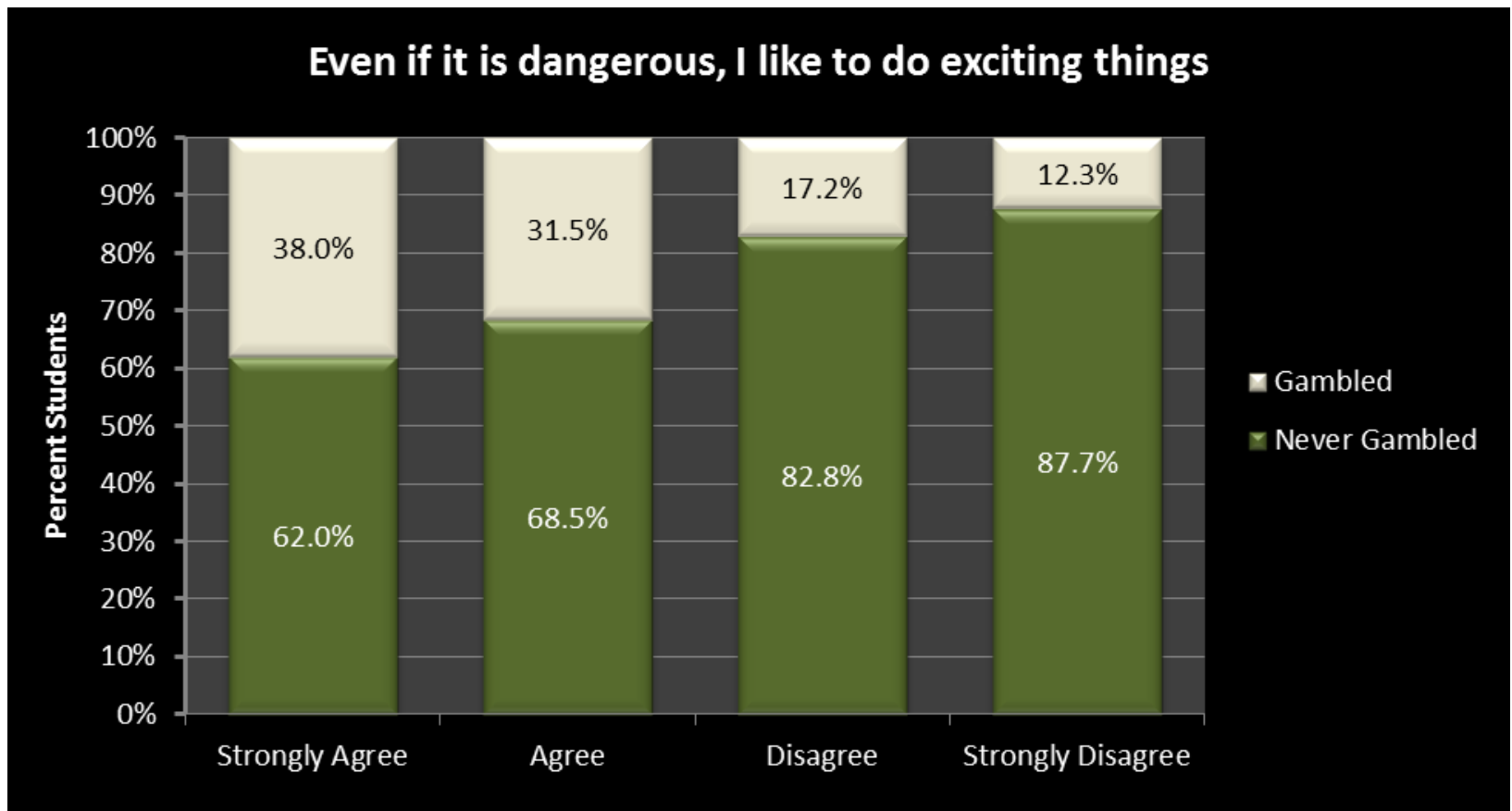
# Attitudes Towards Having Sex and Gambling







# Attitudes Towards Dangerous Behavior and Gambling





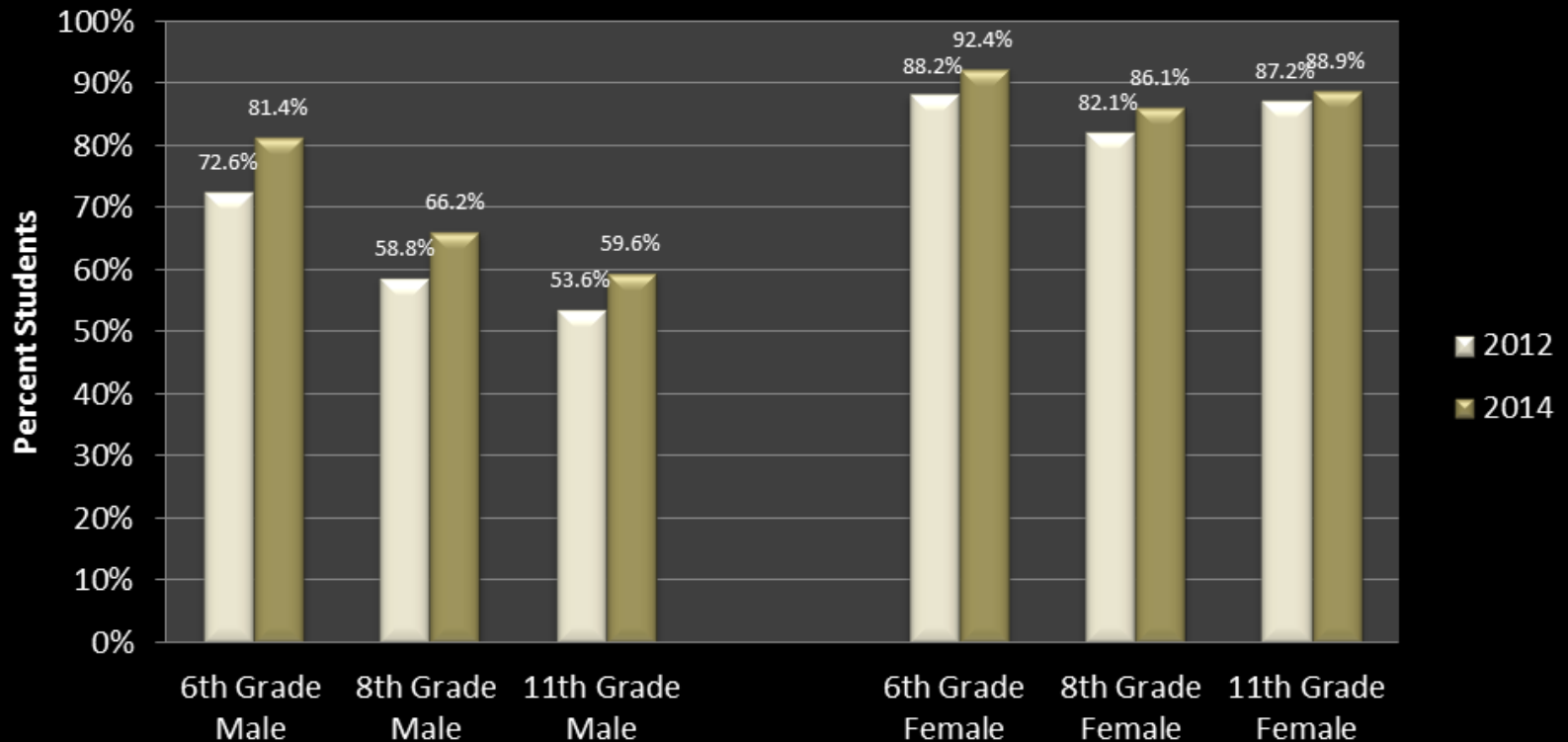
How does gambling in 2014 compare to 2012?





# 2012 and 2014 Comparison

**Students Who Did Not Gamble in the past year by Grade, Sex, and Year**



# Work Force Tool Kit

- Joint project between Employee and Family Services and Heartland Family Services
  - Developed for Prevention Professionals to use when approaching businesses about their work place policy regarding gambling



# Work Force Tool Kit

## GAMBLING IN THE WORKPLACE

*Employee & Family Resources  
Heartland Family Service*



*PowerPoint Booklet*

## Goals for this presentation

Learn what problem gambling is and how it can get started  
Understand why gambling at work can be a negative thing  
Recognize the need for a comprehensive company policy  
regarding problem gambling

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# Work Force Tool Kit

## Signs of Problems in the Workplace

Work performance deteriorates

- pre-occupied
- trouble concentrating
- absent or late for meetings
- misses assignment deadlines

Frequent unexplained absences or disappearances from work

Eager to organize and participate in betting opportunities

- Frequently borrows money, argues with co-workers about money that is owed to them
- Complains about mounting debts
- Excessive use of the telephone for personal calls
- Experiences mood swings, often related to winning and losing streaks
- Credit card or loan bills are mailed to work rather than home.
- Increasingly spends more time gambling during lunch hours and coffee breaks
- Pay is requested in lieu of vacation time
- False claims are made against expense accounts
- Theft of property

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## What can organizations do?

1. Create a Gambling in the Workplace Policy
2. Provide awareness training
3. Provide financial counseling
4. Monitor the money stream
5. Do not give out lottery tickets or host events at a casino
6. Do not endorse office pools or allow them to be played with money

- Oregon Department of Human Services

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[www.1800BETSOFF.org](http://www.1800BETSOFF.org)

## Enhancement Update

- Visionary has been busy on updating/enhancing the BETS OFF website
  - Responsive Design
  - Updated Security
  - Improved Facility Locator
  - Visitors can send inquiries directly to IGTP Funded providers
  - Choices Assessment

[www.1800BETS0FF.org](http://www.1800BETS0FF.org)

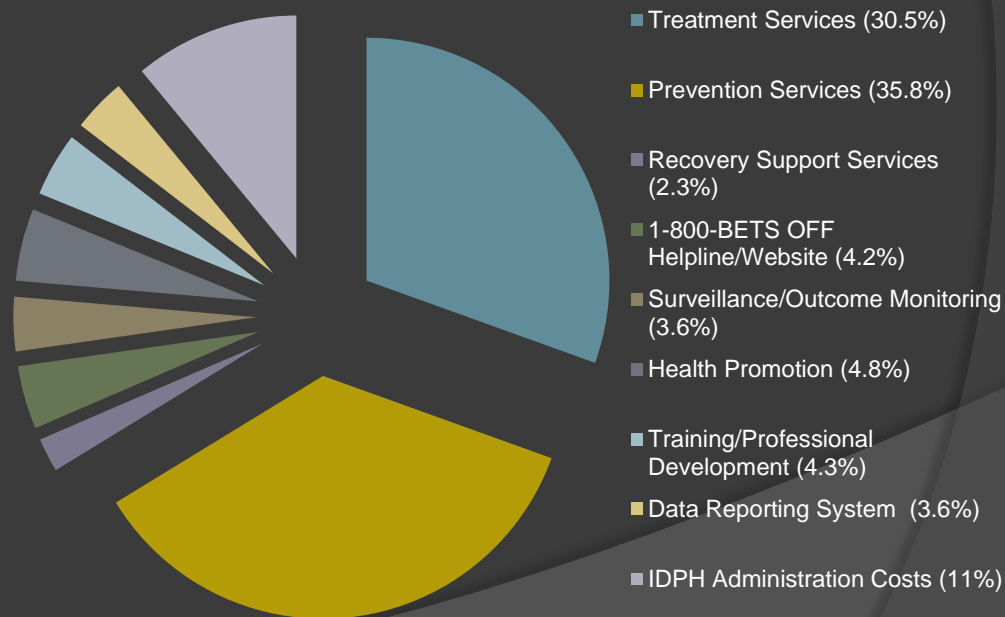
## Enhancement Update

- Tour?

# IGTP Update

## SFY 2015 Expenses

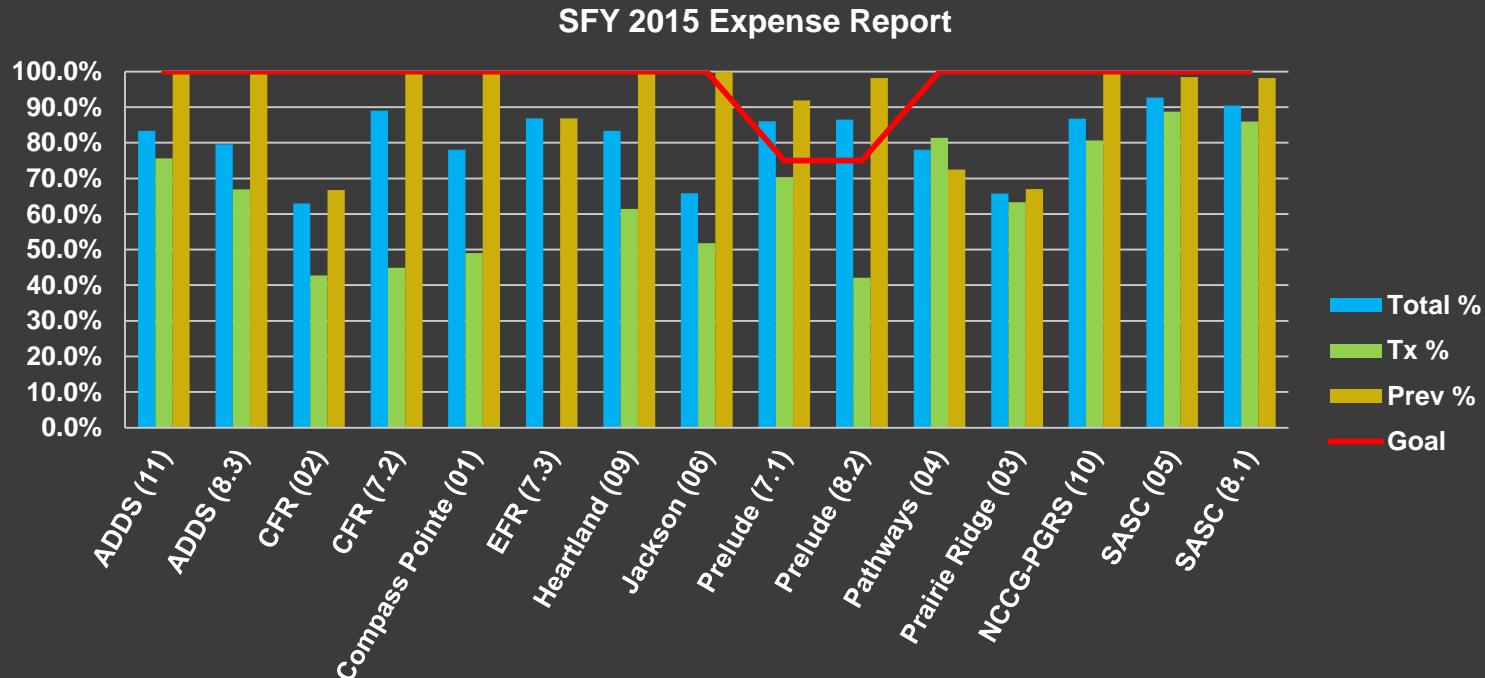
SFY 2015 Expenses	
Treatment Services	\$768,985
Prevention Services	\$901,797
Recovery Support Services	\$56,910
BETS OFF Helpline & Website	\$106,418
Surveillance/Outcomes	\$91,091
Health Promotion	\$121,472
Training/Professional Development	\$107,492
Data Reporting	\$90,252
IDPH Administration	\$276,977
<b>Total</b>	<b>\$2,521,394</b>



As of 8/4/15

# IGTP Update

## SFY 2015 IGTP Funded Provider Expenses



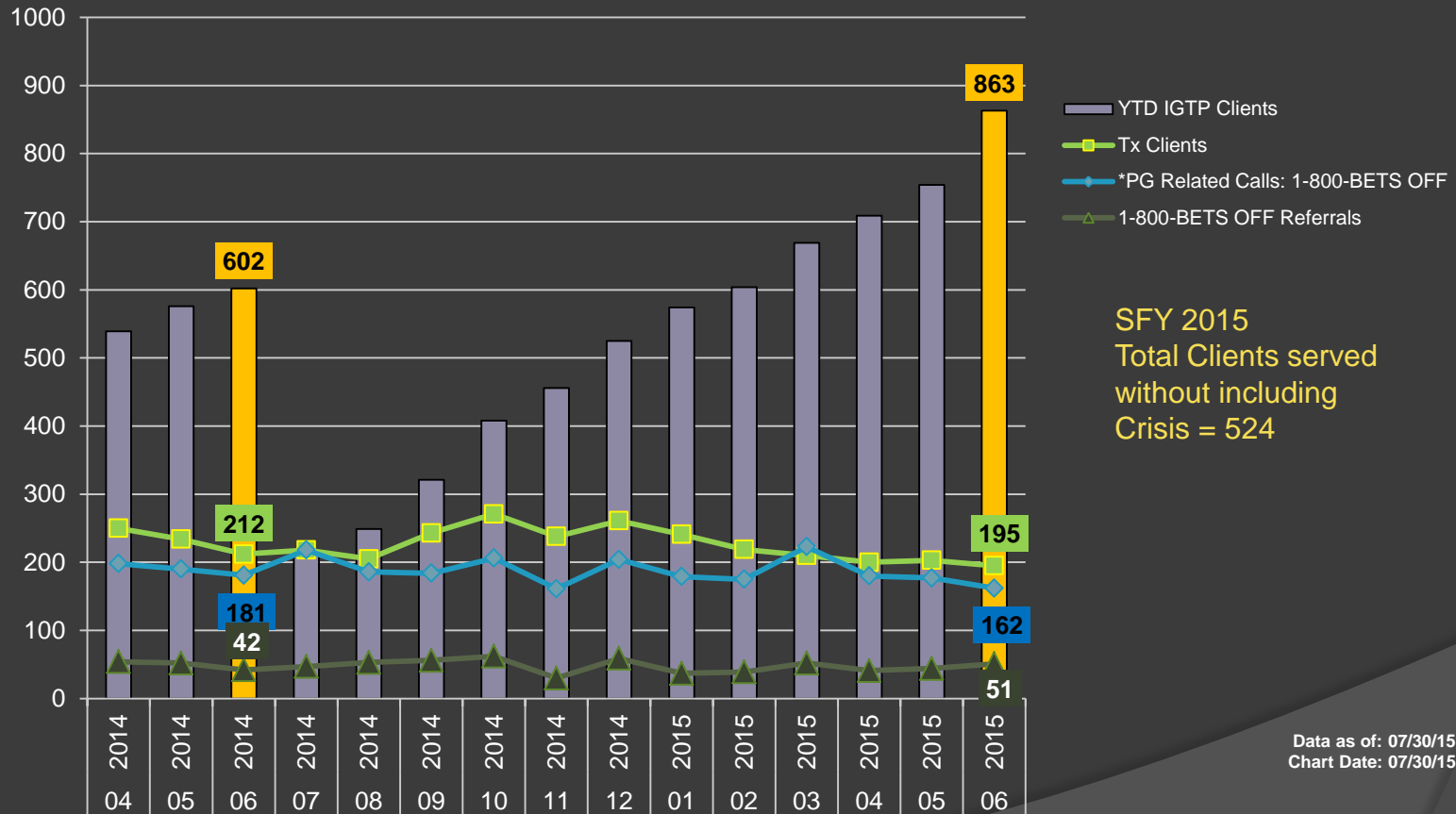
### IDPH Provider Treatment/Prevention Contracts

- YTD Expenditures = \$1,681,692
- YTD Budget = \$1,987,403



# IGTP Update – Utilization Treatment

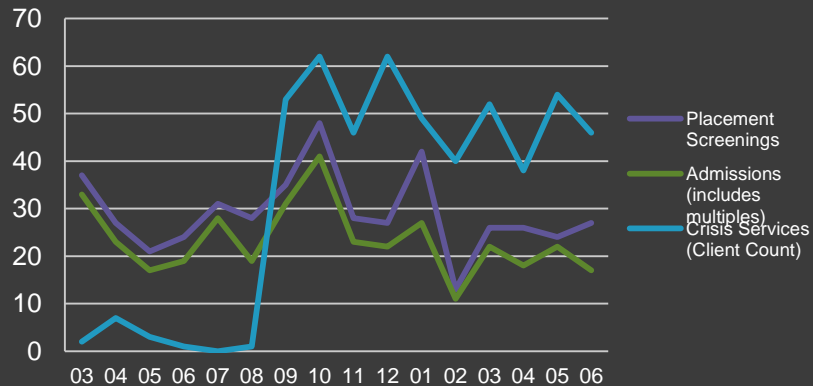
Iowa Problem Gambling Treatment Program  
Tx Clients, Requests for Help, and Referrals



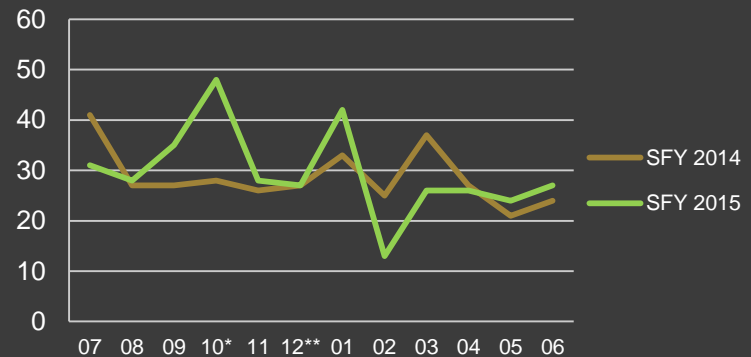
Source: I-SMART and ISU as of 7/30/2015

# IGTP Update – Utilization Treatment

Crisis, PS, Admission Counts



Placement Screenings



- Admissions:
  - SFY 2014 = 299
  - SFY 2015 = 281

- Placement Screenings:
  - SFY 2014 = 344
  - SFY 2015 = 355

- Crisis :
  - 557 contacts (469 clients)
  - 117 Placement Screenings
  - 103 Admissions

Admissions



Source: I-SMART as of 7/30/2015

# IGTP Update - Utilization Treatment (July-March)

Treatment Service	Client Count	Encounter Count	Total Hours
Gambling-Care Coordination	98	348	169.75
Gambling-Crisis Service (Pre-Admission)	318	398	292.67
Gambling-Family counseling	73	200	232.0
Gambling-Financial Counseling	30	75	42.5
Gambling-Group	142	1,625	2,691.63
Gambling-Individual	411	3,487	3,852.12
Gambling-Placement Screening	319	337	384.98
<b>Treatment Total</b>	<b>739</b>	<b>6,470</b>	<b>7,665.65</b>
Gambling-Crisis Service E-Therapy (Pre-Admission)	230	411	214.92
Gambling-Financial Counseling (E-Therapy)	3	4	2.5
Gambling-Group (E-Therapy)	1	1	2.0
Gambling-Individual (E-Therapy)	216	1,217	764.87
Gambling-Placement Screening (E-Therapy)	11	11	9.5
<b>Distance Treatment Total</b>	<b>388</b>	<b>1,644</b>	<b>993.79</b>
<b>All Treatment Services – Grand Total</b>	<b>873</b>	<b>8,114</b>	<b>8,659.44</b>

Source: I-SMART as of 7/30/15

# IGTP Update - Utilization

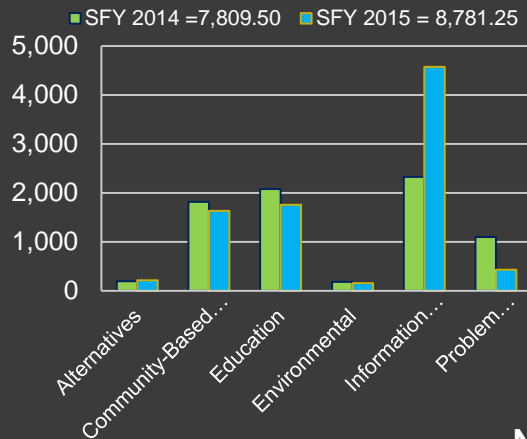
## Recovery Support Services (July-March)

Service Name	Agency Count	Client Count	Total Encounters	Total \$'s
RSS - Gas Card	8	103	591	<b>\$13,858</b>
RSS - Clothing/Hygiene	5	39	44	<b>\$2,799</b>
RSS - Wellness	7	36	53	<b>\$4,743</b>
RSS - Housing Rental Assistance	6	30	48	<b>\$20,336</b>
RSS - Bus/Cab	4	22	70	<b>\$2, 049</b>
RSS - Utility Assistance	5	24	35	<b>\$7,154</b>
RSS - Life Skills Coaching	1	5	25	<b>\$1,248</b>
RSS - Independent Living	3	5	5	<b>\$2,441</b>
RSS - Electronic Recovery Support	1	4	11	<b>\$122</b>
<b>Total</b>	<b>9</b>	<b>131</b>	<b>882</b>	<b>\$54,750</b>

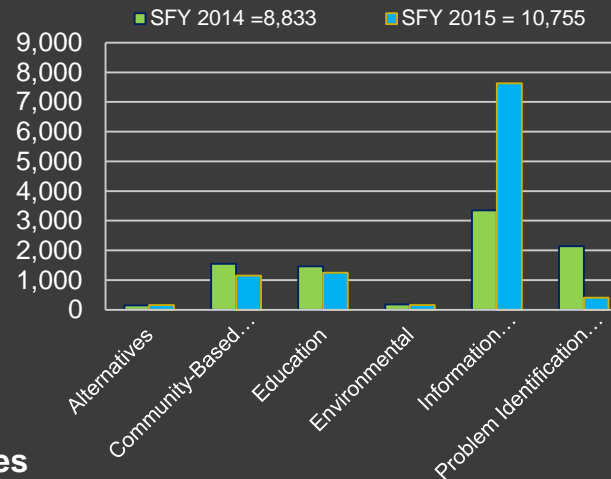
Source: I-SMART as of 4/29/15

# IGTP Update - Utilization Prevention

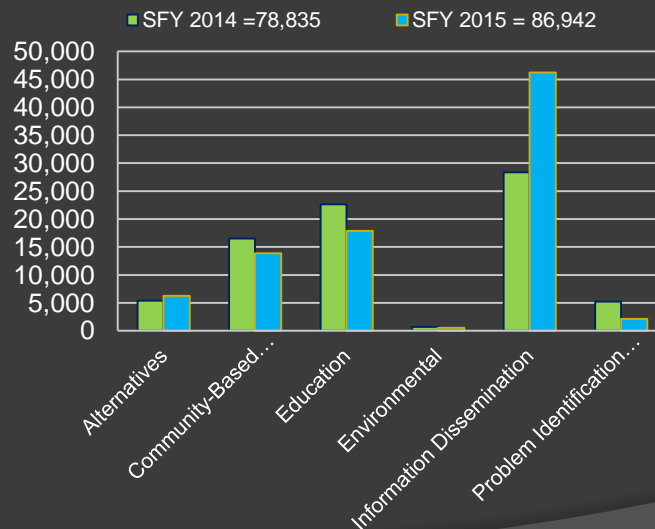
**Direct Service Hours**



**Number of Services**



**Number of Services**



Source: I-SMART as of 7/30/15)

# IGTP Updates

## Data, Performance, Outcomes

- ◎ IGTP Service Matrix – Payment Source
  - BC/BS and Other Insurance = 12
  - Medicaid = 29
  
- ◎ SFY 2015 Discharges = 358
  - 41.6% Successfully/Substantially Completed (149)
  - 53.1% Client Left (190)
    - 48 clients with 12 or more sessions (average 33.6 encounters)
  
- ◎ SFY 2015 Wait Times
  - Placement Screenings
    - 70.5% within 5 days of first contact ( Avg. = 4.57 days)
    - Goal = 85%
  - Admissions
    - 77.2% within 10 days of first contact (Avg. = 8.0 days)
    - Goal = 85%

*Source: I-SMART as of 7/30/15)*

# IGTP Health Promotion Campaign

**1-800-BETS OFF**  
or online at [www.1800BETSOFF.org](http://www.1800BETSOFF.org)

**IN THE PAST 12 MONTHS...**

Have you become **restless, irritable** or **anxious** when trying to stop or cut down on gambling?

Have you tried to **keep your family or friends** from **knowing** how much you gambled?

Had to **get help with living expenses** from family, friends or welfare as a result of your gambling?

**Gambling problems are hard to talk about.**

People around you just don't understand. But there is someone who does.

The person at the other end of a call to **1-800-BETS OFF**. We won't judge you. We listen. Then we get you the help you need.

 IDPH  
Iowa Gambling Treatment Program

**Iowa Gambling Treatment Program (IGTP)**

IGTP funds prevention and treatment services to reduce harm caused by problem gambling.



**Services include:**

Statewide Help Line providing information and referral assistance  
**1-800-BETS OFF** [www.1800BETSOFF.org](http://www.1800BETSOFF.org)

**Outpatient Treatment for Problem Gamblers, Family and Concerned Persons**

- Financial counseling, including budgeting and debt reduction plans
- Individual, group and family counseling
- Distance treatment options
- Recovery support

**Prevention, Education & Outreach**

- Schools
- Community groups
- Professional organizations
- Businesses
- Health care providers
- Behavioral health providers

 IDPH  
Iowa Gambling Treatment Program

**1-800-BETS OFF**  
IOWA GAMBLING TREATMENT PROGRAM

**Gambling problems are hard to talk about.**

 People around you don't understand. We won't judge. We listen. Then we get you the help you need.  
Live Chat @ [www.1800BETSOFF.org](http://www.1800BETSOFF.org)

Coming in the fall of 2015

- 2x3 Posters based on banners and Magnets
- Casino and Provider

# IGTP Health Promotion Campaign

## Learfield

**Statewide radio stations**

**1-800-BETS OFF**  
IOWA SAMBLING TREATMENT PROGRAM

The map displays the state of Iowa with a grid of counties. Numerous cities are marked with black dots. Overlaid on this grid are several large, semi-transparent green circles of varying sizes, representing the broadcast coverage areas of various radio stations. The circles are concentrated in the central and western parts of the state, with some extending towards the east and south. The cities labeled on the map include: Spirit Lake, Estherville, Forest City, Cresco, Waukon, Charles City, Marquette, New Hampton, Elkader, Guttenberg, Dubuque, Dyersville, Manchester, Cedar Falls, Waterloo, Webster City, Fort Dodge, Storm Lake, Sioux City, Le Mars, Cherokee, Humboldt, Hampton, Boone, Marshalltown, Cedar Rapids, Clinton, Maquoketa, Muscatine, Washington, Oskaloosa, Grinnell, Newton, Perry, Jefferson, Boone, Carroll, Denison, Harlan, Stuart, Des Moines, Atlantic, Pottawattamie, Red Oak, Creston, Albia, Ottumwa, Fairfield, Mount Pleasant, Burlington, Carthage, and Keokuk.

**6a.m.-7p.m.**  
**Monday-Saturday**

**LEARFIELD**  
NEWS & AG



# IGTP Health Promotion Campaign

## Learfield

**2015 RADIO** *August - December*

**1-800-BETS OFF**

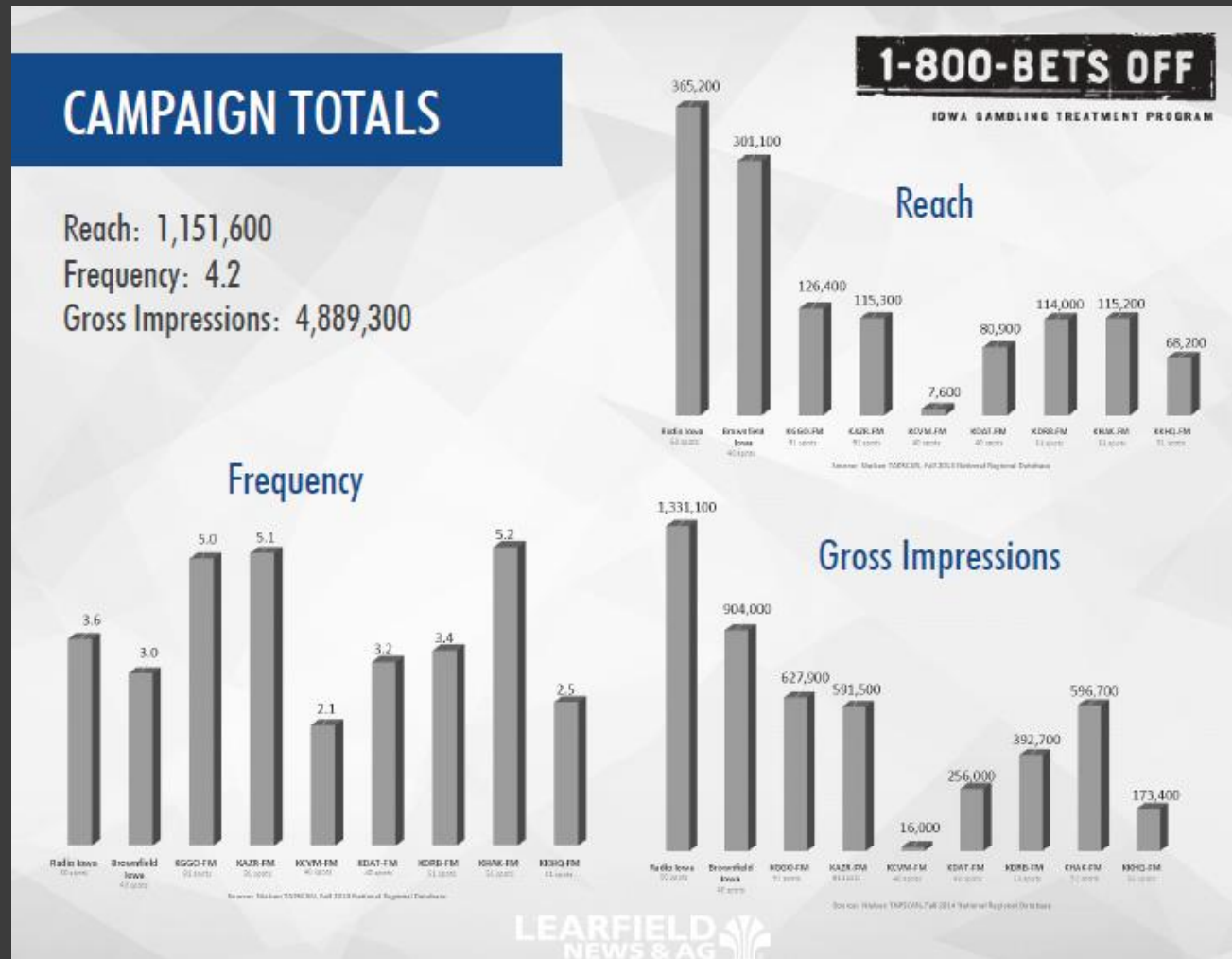
IOWA GAMBLING TREATMENT PROGRAM

Station or Network	Length	Spots Scheduled to Air Including Bonus	Local Messages	Number of Weeks	Bonus Value
<b>86 Radio Stations Statewide</b>					
• Radio Iowa (57 stations)	:30	248	5,267	18	\$4,430
• Brownfield Iowa (55 stations)	:15	255	255	17	\$2,839
• Des Moines: KDRB, KGGO, KAZR					
• Cedar Rapids: KDAT, KHAK					
• Waterloo: KCVN, KKHQ					

LEARFIELD  
NEWS & AG

# IGTP Health Promotion Campaign

## Learfield



# IGTP Health Promotion Campaign

## Learfield

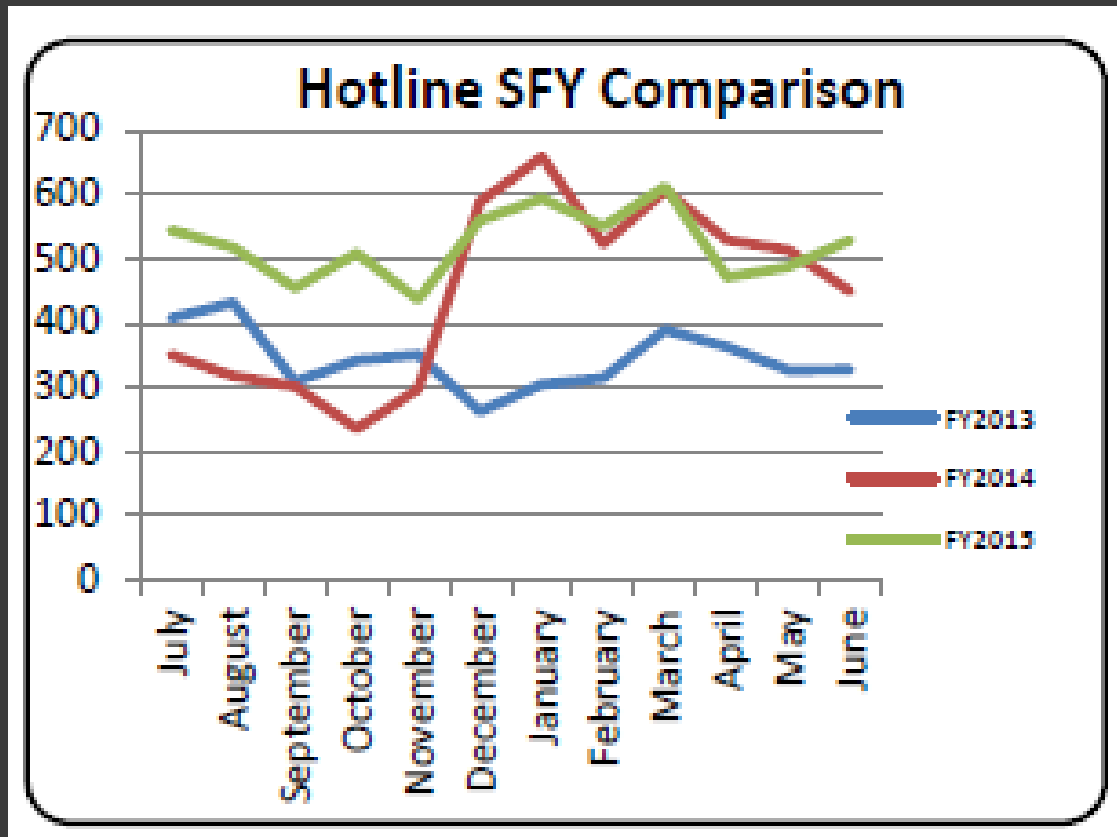
- Statewide Radio August – December
- 15's and 30's to maximize
- Continuation of Secrets and Questions campaign
- <http://www.idph.state.ia.us/IGTP/Toolchest.aspx> and scroll to Health Promotion

# IGTP Prevention & Treatment Updates

- ADDS
- CFR
- Compass Pointe
- EFR
- Heartland Family Service
- Jackson Recovery Centers
- Prelude
- PGRS/NCCG
- Pathways
- Prairie Ridge
- SASC

# IGTP Contractor Updates

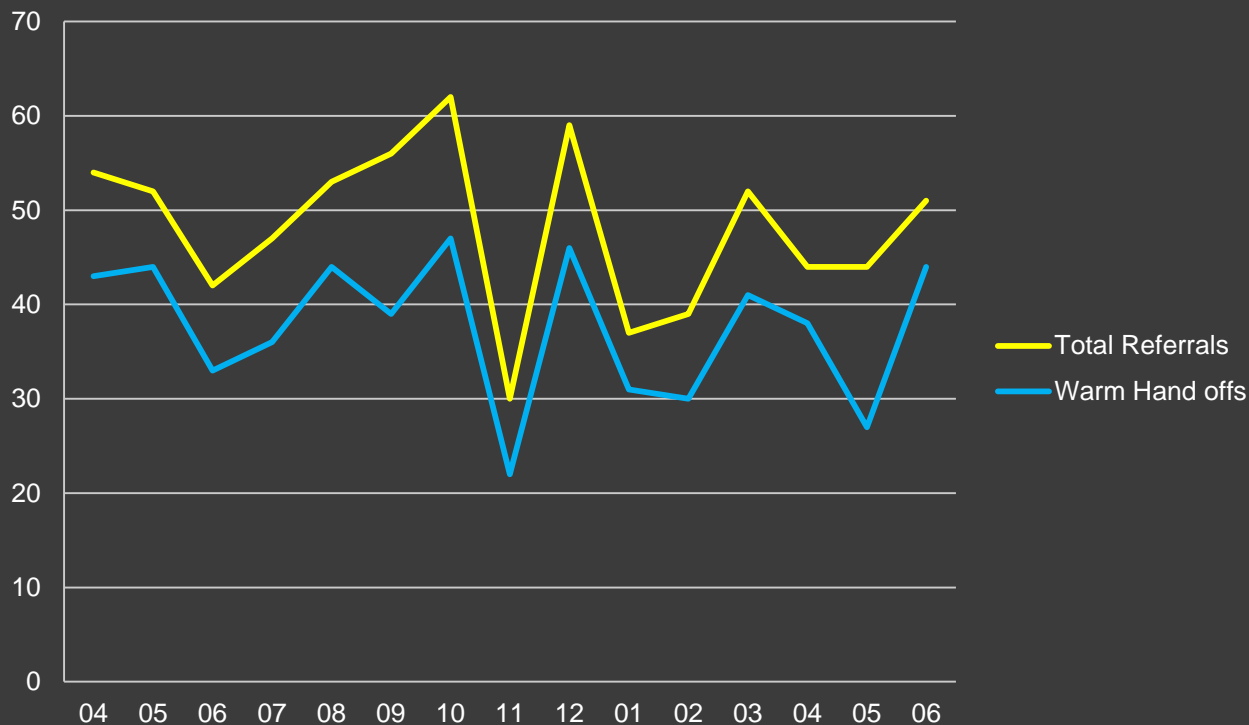
## ISU-Extension Office (1-800-BETS OFF)



# IGTP Contractor Updates

## ISU-Extension Office

### 1-800-BETS OFF Referrals



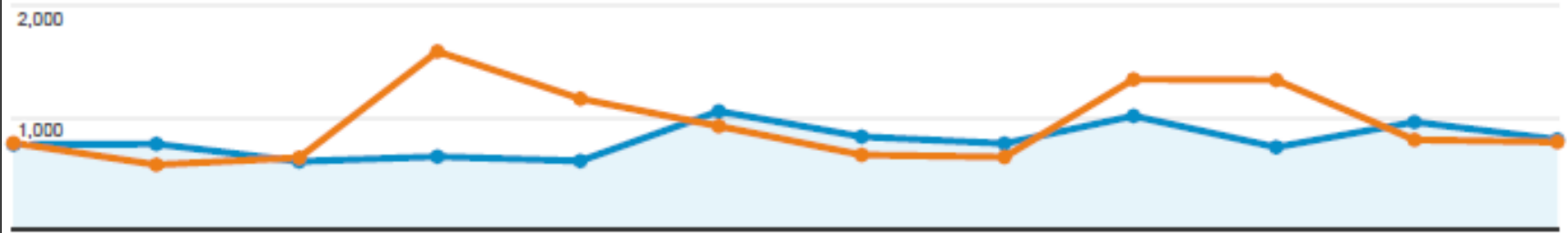
\* Starting in October 2013, includes "Live Chat" Requests for Help

\*\*Out of State Area Code block removed from the Help Line

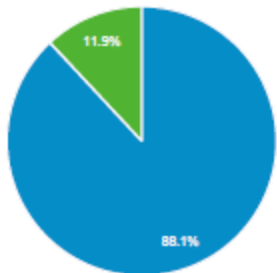
# IGTP Contractor Updates

## Visionary – [www.1800BETSOFF.org](http://www.1800BETSOFF.org)

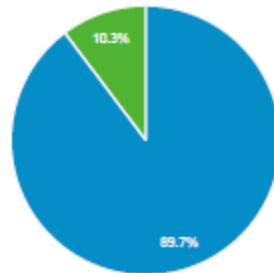
Jul 1, 2014 - Jun 30, 2015: Sessions 9,524  
Jul 1, 2013 - Jun 30, 2014: Sessions 11,208



■ New Visitor ■ Returning Visitor  
Jul 1, 2014 - Jun 30, 2015



Jul 1, 2013 - Jun 30, 2014



Pages / Session

8.19%

2.09 vs 1.93



Avg. Session Duration

5.71%

00:01:08 vs 00:01:03



Bounce Rate

-5.73%

67.77% vs 71.89%



# IGTP Contractor Updates

- ISAIC
- UNI-CSBR
- U of I Consortium/Iowa Youth Survey
- Training Resources



# Other Stakeholder Reports

- ⦿ Iowa Gaming Association
- ⦿ Iowa Lottery
- ⦿ Iowa Racing and Gaming Commission
- ⦿ Others

# Increasing Program Enrollment

## Self-Exclusion Work Group/Pilot

- Have met monthly since August 2014
- Proposed adopting “warm hand off” process for self-exclusion requests
- IDPH taking under advisement possible legislation to amend current self-exclusion language (2016 session)
- Change in Forfeiture language on IGA Self-Exclusion Form

# Quarterly Round Table Calls

## ● TX and RSS Roundtable (06/05/2015)

- Mindful Steps To Forgiveness – Lori Rugle, Ph.D.
- Review of IGTP Monthly Counts
- Increasing Enrollment Work Group update
- [www.1800BETSOFF.org](http://www.1800BETSOFF.org) website updates coming
- Crisis Module Discussion
- Data Reporting
- In person meeting 9/4/15 in Des Moines (11-2:30)

# Quarterly Round Table Calls

## ⦿ Prevention Roundtable (07/7/15)

- Work Force Tool Kit – EFR/HFS
- Youth Gambling Presentation
- MCPGSA/NCPG Conferences debrief
- School Policy
- Technological Kid
- SPF and Problem Gambling Prevention

# Other Business

- ◎ Responsible Gaming Education Week (RGEW) ( August 3-7, 2015), American Gaming Association (AGA). Their link for this is: <http://www.ncrg.org/public-education-and-outreach/events/rgew>
  - Responsible Gaming Ed Week is sponsored by the gaming industry
  
- ◎ National Recovery Month is every September (26<sup>th</sup> Year)
  - Link for information: <http://www.recoverymonth.gov/>
  - Road To Recovery Episodes
    - May 6, 2015 – Healing and Empowerment: Families on the Road to Recovery
  
- ◎ IGTP Website Updates
  - <http://www.idph.state.ia.us/IGTP/Default.aspx>
    - Transitioning to [www.idph.iowa.gov/IGTP](http://www.idph.iowa.gov/IGTP) in the next 4-6 weeks.

# Upcoming Trainings

- ◎ 16th annual NCRG Conference on Gambling and Addiction
  - September 27-29, 2015 Las Vegas.
  - For more information: <http://www.ncrg.org/public-education-and-outreach/conference>
- ◎ 16th International Conference on Gambling and Risk Taking (Eadington Conference)
  - June 6-10, 2016 at the Mirage in Las Vegas.
  - Call for papers due December 1, 2015
  - For more information on the conference, visit [www.igi.unlv.edu/conference](http://www.igi.unlv.edu/conference)

# Next IGTP Stakeholder Meetings

- ⦿ 9 am Friday, November 13, 2015
- ⦿ 9 am Friday, February 5, 2016
- ⦿ 9 am Friday, May 6, 2016
- ⦿ 9 am Friday, August 5, 2016